02811

May/June 1981 A BREATH OF FRESH AIR $1.50

GAMES

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Editor's Message

Honoring Our Contestants

As we go to press with this issue, we find ourselves juggling 11 different contests. Three of them are new challenges, including a Hidden Contest (page ??) and an invitation to create your own fake ad (page 22). Five others are in various states of progress or confusion.

The "Prophecy 1981" entries from the November/December 1980 contest—1,946 of them received by the 12/31/80 deadline—are now safely stored in a computer and will be revealed around this time next year. Those of you who predicted a combined Superbowl score of 37 have taken an early lead. The Hidden Contest entries from the January/February issue are still being sorted through, and laughed over, and will be reported next issue. The Hidden Contest announced in the March/April Fake Table of Contents (page 72), was of course a fake, so we hereby thank all readers in advance for *not* suggesting that the Hidden Contest was that there was no Hidden Contest! "Invent a Subtitle" and "Through the Mill," the real March/April contests, will be reported on next issue. The three remaining contests have just been judged, and a report on them follows.

Your enthusiasm for these and previous competitions, both in terms of numbers and quality, has been overwhelming. Obviously, for many of you, the play's the thing, period. Thousands of you get back to us regularly, usually without the lure of a glamorous prize, and more than once you've surpassed 40,000 responses per issue. This says a great deal about your collective sense of adventure and challenge. Congratulations.

And now, the winners.

The Great (1980) Prophesy Competition

Clairvoyants had an opportunity to test their vision in our "Time Capsule Contest" (November/December, 1979), which challenged readers to send in outrageous and surprising predictions for the year 1980. As the year unfolded, we wondered (with some trepidation) which of its happenings were recorded on the 801 entries that had been deposited in our Citibank vault. Of the predictions that actually came to pass, none turned out to be truly outrageous. But based on our appreciation of uncanny prescience (and earliest postmark in the case of similarity), each of the following five prophecies wins the grand prize of a Tiffany Crystal Ball.

- "A mountain in the state of Washington will erupt through a side vent, which will be felt for hundreds of miles and debris will darken the sky over the midwestern states." (!)—Al H. McDaniel, Bemidji, MN
- "Ronald Reagan and George Bush will be elected President and Vice President of the U. S.," an event that was far from predictable at that early date.—Samuel S. Jones, Jr., Washington, DC
- "Not one American will win a gold medal in the 1980 Summer Olympics in Moscow," submitted before the Russian invasion of Afghanistan.—Debbie Ludwig, Oakdale, NY
- "The Phillies will win the World Series in six games."—Patrick O'Donnell, Hookessin, DE
- "Erik Estrada will break his arm."—Tim Long, Milford, IA

For the promised booby prizes, the following readers will receive snowflake crystal balls for their zany predictions.

- "Three Soviet astronauts will defect to the moon."—Andy Boyer, Springfield, MA
- "A new grass fertilizer will be developed that makes cows give chocolate milk."—Angela Townsend, Lenexa, KS
- "An American satellite will crash into earth in Montana or Idaho, fatally injuring a cow," (presumably a non-chocolate variety).—Michael Addobati, Sacramento, CA

(Continued on page 64)

GAMES

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Rate Chart

All prices are for 20 minute out-of-state calls dial direct, without operator assistance, anytime Saturday, Sunday 'till 5 p.m.; or any night after 11 p.m. till 8 a.m. A different schedule of attractive dial/discount rates applies to both Alaska and Hawaii.

To find the rate between two cities, trace down the vertical column of one city to its intersection with the horizontal column of the other city, as illustrated.

	ATLANTA	BOSTON	CHICAGO	CLEVELAND	DALLAS	DENVER	DETROIT	INDIANAPOLIS	MEMPHIS	MILWAUKEE	NEWARK	NEW HAVEN	NEW YORK	OMAHA	PHILADELPHIA	SAN FRANCISCO	SEATTLE
ATLANTA		3.16	3.00	3.00	3.16	3.00	3.00	3.00	3.16	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00
BOSTON	3.16		2.99	3.00	3.16	3.00	3.00	3.00	3.16	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00
CHICAGO	3.00	2.99		3.00	3.16	3.00	3.00	3.00	3.16	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00
CLEVELAND	3.00	3.00	3.00		3.16	3.00	3.00	3.00	3.16	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00
DALLAS	3.16	3.16	3.16	3.16		3.16	3.16	3.16	3.16	3.16	3.16	3.16	3.16	3.16	3.16	3.16	3.16
DENVER	3.00	3.00	3.00	3.00	3.16		3.00	3.00	3.16	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00
DETROIT	3.00	3.00	3.00	3.00	3.16	3.00		3.00	3.16	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00
INDIANAPOLIS	3.00	3.00	3.00	3.00	3.16	3.00	3.00		3.16	3.00	3.00	3.00	3.00	3.00	3.00	3.00	3.00
MEMPHIS	3.16	3.16	3.16	3.16	3.16	3.16	3.16	3.16		3.16	3.16	3.16	3.16	3.16	3.16	3.16	3.16
MILWAUKEE	3.00	3.00	3.00	3.00	3.16	3.00	3.00	3.00	3.16		3.00	3.00	3.00	3.00	3.00	3.00	3.00
NEWARK	3.00	3.00	3.00	3.00	3.16	3.00	3.00	3.00	3.16	3.00		3.00	3.00	3.00	3.00	3.00	3.00
NEW HAVEN	3.00	3.00	3.00	3.00	3.16	3.00	3.00	3.00	3.16	3.00	3.00		3.00	3.00	3.00	3.00	3.00
NEW YORK	3.00	3.00	3.00	3.00	3.16	3.00	3.00	3.00	3.16	3.00	3.00	3.00		3.00	3.00	3.00	3.00
OMAHA	3.00	3.00	3.00	3.00	3.16	3.00	3.00	3.00	3.16	3.00	3.00	3.00	3.00		3.00	3.00	3.00
PHILADELPHIA	3.00	3.00	3.00	3.00	3.16	3.00	3.00	3.00	3.16	3.00	3.00	3.00	3.00	3.00		3.00	3.00
SAN FRANCISCO	3.00	3.00	3.00	3.00	3.16	3.00	3.00	3.00	3.16	3.00	3.00	3.00	3.00	3.00	3.00		3.00
SEATTLE	3.00	3.00	3.00	3.00	3.16	3.00	3.00	3.00	3.16	3.00	3.00	3.00	3.00	3.00	3.00	3.00	

Bell System

LETTERS

Rubik's Cube: Man Vs. Machine

Laurie Waddell's letter about "Rubik's Cube" (March/April, page 6) surprised and amazed me. She asserts, "no one without a computer could return the cube to its original position." My husband received said cube as a gift, and within two weeks (in which he also managed to eat, sleep, go to work, etc.) he not only learned how to restore the cube to its original position, but mastered the ins and outs of the little bugger. In this bout of man vs. machine, man *can* win.

Kathy Rubin
Scotch Plains, NJ

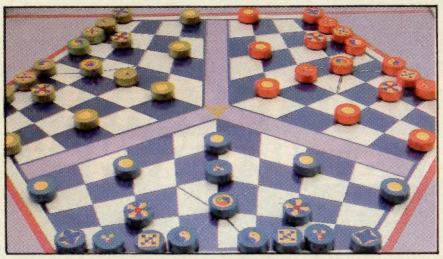
And a new booklet from the Cube's manufacturer helps, too. See page 57.—Ed.

Xiang Qi Fan

I was intrigued by "The $100,000 Gambit" (January/February, page 18), especially the photo of the hexagonal board for three-way Chinese chess. I have long been a fan of xiang qi, the standard Chinese game, and I built my own set by modifying an ordinary Staunton set and constructing the board. Until now, however, I had never heard of the three-handed variant. Could you send me the rules for this game, or recommend a source for them?

Damon Diemente
Watertown, CT

Rules for san-kwo-chi, as the three-handed game is known, can be found in John Gollon's Chess Variations: Ancient, Regional and Modern *(Charles E. Tuttle Co., 1974).—Ed.*



San-kwo-chi, a three-handed variant of xiang qi, may have been based on an ancient battle, War of the Three Kingdoms (221-264 A.D.).

A Tiler Talks Back

It is interesting and understandable that the inventor of Boggle would defend his game ("A Word from the Inventor," January/February, page 6). But his statement that Boggle is outselling Scrabble is open to question (Scrabble also appears in foreign editions), as is the statement that it is better than Scrabble. I have played Boggle and find it, basically, a word-search type of puzzle. It lacks the competitive strategy required in sustained play, and this element elevates Scrabble as the superior game.

David Shulman
New York, NY

Another Cross-O to Bear?

Your ability to come up with intriguing types of puzzles continues to amaze me. I especially enjoyed "Cross-O" (January/February, page 28); in fact, I was so taken by this deceptively simple but challenging puzzle that I created one myself. Hope you and your readers enjoy it.

Eric Bluemke
Newport Beach, CA

E	AN	T	E	L
S	A	Y	I	A
C	P	A	D	N
I	G	RA	I	T
N	S	A	P	ON

Using one box from each column, and reading left to right, can you spell four related words and a fifth word identifying what the other four have in common?
Answer Drawer, page 66

Aces Up

Your game and book reviews are a welcome link with the western world while I'm stationed with the Air Force in Korea—and now you've even reviewed a game that pertains to what I do. But how to find it? "Ace of Aces" (January/February, page 52) would be a great diversion here, and I'd like to give it to my senior officer as a gift. I know that he and his guests—senior Korean officers—would enjoy testing their aerial combat skills as an after-dinner entertainment.

Capt. Richard W. Schuetz
APO, San Francisco, CA

We received hundreds of letters about this game. For ordering information on "Ace of Aces," contact the publisher: Joseph Angiolillo, 46 Dougherty Street, Manchester, CT 06040.—Ed.

Swift Additions

Now that one of my pet Pencilwise features has resurfaced ("Tom Swifties 2," January/February, page 45), I thought I'd share my favorite of this genre: "Accidents will happen," Captain Hook said offhandedly.

Mike Dornan
Boston, MA

Speaking of "Tom Swifties," did you hear the one about the pilot who lost his prop—but not his cool? "Our ailerons seem to be stuck," the pilot purred, unflappably.

Incidentally, how can you measure the size of a sneeze?

P. G. Pantelidakis
Chicago, IL

Answer Drawer, page 66

Kyle Corbin: Man or Myth?

As a *Games* contest addict, I devote countless hours each issue puzzling over my entries. Nevertheless, I always seem to find, not my name, but that of one Kyle Corbin, from Raleigh, NC, listed among the winners. Pray tell, who is this wonder? Why don't you do a profile on him? Perhaps he can provide some hints for us mere mortals.

Edward S. Dermon
Roslyn Heights, NY

Kyle Corbin is a 19-year-old sophomore at North Carolina State University where he sings in the men's glee club. In addition to spending at least 100 hours with each issue of Games, *he is an avid bell-ringer, comic book collector, and the proud owner of numerous* Games *T-shirts.—Ed.*



Frequent contest winner, Kyle Corbin

LAUNDRY BASKET

If we publish your letter in Laundry Basket, we'll send you a Games *T-Shirt.*

Mistakes: March/April

★ The example in "500 Rummy" (page 32) cites the sequence 3 4 5/clubs, but the suit per the diagram should be diamonds.

Maureen Gillis
Woburn, MA

★ In solving "The World's Most Ornery Crossword" (page 45), the hard clue 3-Down reads "Texas Independence Day," which any good Texan knows is March 2. The answer in the puzzle grid, however, is "May Second."

Tom Bauman
Driftwood, TX

★ "The World's Most Ornery Crossword" contained an error—probably a typo, since I can't believe you would have intentionally placed Lincoln's 1863 speech in 1865. I refer

to hard clue 111-Down, "Start of an 1865 speech," to which the answer was "four score."

Mildred K. Henderson
Lancaster, PA

★ The chess ending in Wild Cards ("Black Out," page 34) overlooked an ingenious defense by Black. On his second move, Black should underpromote his pawn to a knight. This keeps the white king out and leads to a draw. A chess computer playing Black would lose, since it would greedily promote to a queen. From the diagram, the ending might continue: 1. h6 gh 2. Kc3 alN! 3. Rb2+ Kcl 4. Ra2 Kbl 5. Rxa6 Nc2 (Once the knight escapes, a draw will be easy.) 6. Rb6+ Kcl 7. Rxh6 Kdl (not 7. . . . Ne3? 8. Rhl+ Ndl+ 9. Kd3, winning the knight when Black runs out of pawn moves) 8. Rxh7 Nel 9. Rh2 Nf3 10. Rf2 Ne5.

Bob Lee
Croton-on-Hudson, NY

★ The completed grid to the "Skeleton" puzzle (page 48) contains a "hole" where the word "hose" belongs, "hose" being a synonym for "stocking" that rhymes with "goes."

Joel Shore
Silver Spring, MD

DRAMBUIE OVER ICE WITH 341 SLIDES OF GREECE



EVENTS

Before attending any of these events, write or call to verify dates, places, eligibility, entry fees, etc. Send a stamped, self-addressed envelope with your request.

Backgammon The Plimpton Cup Tournament, at the Dunes Hotel in Las Vegas, Nevada, June 9–14. A sterling silver trophy and a whopping purse of $150,000 will be awarded to the winners, by George. Contact: Louise Goldsmith, (212) 486-1489.

Boomerangs The Eighth Annual "Now You See It, Now You Don't, Now You See It Again" Boomerang Open (see "Return to Sender," May/June 1980), in West Potomac Park, Washington, DC, on June 14. Co-sponsored by the Smithsonian and the National Air and Space Museum, this event promises to be truly aerodynamic. Contact: Boomerang, Resident Associate Program, Arts & Industries Building, Smithsonian Institution, Washington, DC 20560.

Cribbage The Midwest Masters Classic, in Des Moines, Iowa, May 23–24. With a purse of nearly $5,000, this weekend tournament should provide some heavy pegging. Contact: Joseph Wergin, Midwest Cribbage Association, Box 5584, Madison, WI 53705, or call (608) 231-1626.

Sandcastling International Sandcastle Building Championship, at the Sheraton Sandcastle in Sarasota, Florida, May 2. Sunlovers and serious sculptors alike will transform the beach into a sandy art gallery, while vying for the grand prize—a week's vacation at this resort. Contact: Pat Zellmer, 1449 Wagon Wheel Drive, Sarasota, FL 33582 or call (813) 371-6534.

Scrabble Fourth International Travel Tournament, at the Bahamas Princess Hotel, in Freeport, Bahamas, April 27–May 1. A five-day spree tailored to tilers at one of the Caribbean's poshest resorts. For reservations, contact: Tim Maneth, Trident Travel, 6666 Security Blvd., Baltimore, MD 21207, or call (301) 944-6820.

Shogi The Third London International Shogi Tournament, at the Charing Cross Hotel in London, England, June 6-7. Japanese professional Aono Teruichi 7-dan will give a simultaneous handicap exhibition on Saturday evening. Contact: George Hodges, The Shogi Association, P.O. Box 77, Bromley, Kent, UK.

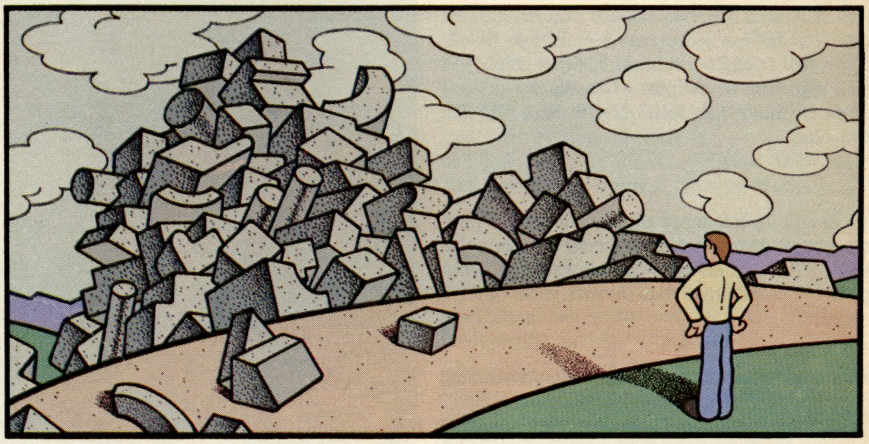
Spelling National Spelling Bee, in Washington, DC, on June 3–4. From the mouths of babes (contestants must be 16 or younger), come the correct spellings of such tongue twisters as *intussusception* and *gbo,* for more than $7,000 in prizes. Contact: James H. Wagner, Scripps-Howard, Inc., 1100 Central Trust Tower, Cincinnati, OH 45202, or call (513) 621-0130.

Wargaming Eleventh Annual Michicon Gamefest, at Oakland University in Rochester, Michigan, June 5–7. Over 2,500 gamers engaged in strategic warfare at last year's event, and if forewarned means forearmed, this one ought to be a cerebral armageddon. Contact: Paul Wood, Metro Detroit Gamers, 2616 Kenwyck, Troy, MI 48098, or call (313) 827-6470.

GAMEBITS

Edited by Curt Slepian

PIÈCES DE RÉSISTANCE



It was a jigsaw puzzler's dream and an architect's nightmare. To most eyes, though, it was only a sad-looking heap of stones sitting in San Francisco's Golden Gate Park.

But these stones were special. For almost 800 years, they made up the Spanish monastery of Santa Maria de Olvila, near Madrid—rather nicely, in fact, until lock, stock, and chapel were purchased by newspaper tycoon William Randolph Hearst in 1931. Hearst's plan was to disassemble the monastery stone by stone, number and crate the pieces, and ship them all to San Francisco for reassembly.

Alas, the scrambled monastery reached California but was never put back together. In fact, it was never even unpacked—Hearst was too busy building San Simeon. Then came World War II. Finally, Hearst died, leaving the city a limestone white elephant. Too expensive for a municipality to rebuild and too bulky to warehouse, the monastery was stored outdoors, in pieces, in the park.

The situation became even more jumbled when, during the Sixties, vandals set fire to the crates incinerating most of the reassembly numbers written on them. Ever try to put together a blank jigsaw? Then you know what the park department was up against.

Enter an intrepid archeologist, Dr. Margaret Burke. Armed with $10,000 from the Hearst Foundation, she set to picking up the pieces. Not of the entire monastery, mind you—that would have been masochistic—but of the 38-by 48-foot "Chapter House," the most interesting building of the complex.

"If we had had each stone's number, it would have been easy," says Burke. Despite her knowledge of medieval architecture, all she had were some old photographs of the disassembly operation, the semi-useless blueprints, and a few fragmentary stone numbers. To help her sort through the rock pile (each piece weighed 100-300 pounds), she had a four-man crew, heavy machinery, and lots of patience. It took three solid weeks to locate several hundred Chapter House building blocks. "Each time we found a piece," says Burke, "we'd look for another just like it." Eventually, her educated guesswork turned up three-quarters of the building, enough for reconstruction.

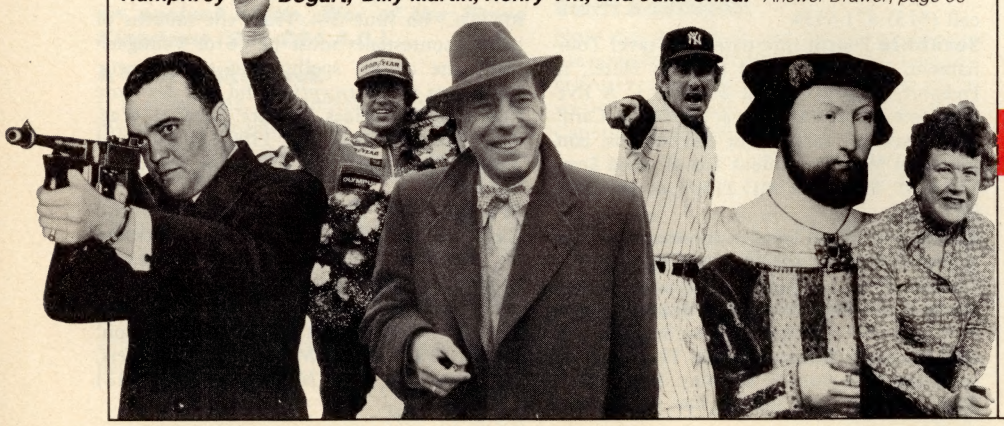
Burke's next step is to assemble the more than $1 million required to erect the reborn Chapter House in San Francisco's De Young Museum.

"We've got a good chance," she says. After all, dollars stack easily—and they're numbered, too. —A.M.

HEIGHT MAKES RIGHT

Because most of us believe bigger is better, Ralph Keyes has written *The Height of Your Life* (Little, Brown). The 5 foot, 7.62 inch Keyes goes to great lengths to show that our society is unfairly biased in favor of tall folk. Height is a poor measure of a man's worth, and the inverse is also true: You can't judge someone's height based on his perceived worth. For example, check the heights of the people below against your inner yardstick.

How tall are they? (From left to right) J. Edgar Hoover, Mario Andretti, Humphrey Bogart, Billy Martin, Henry VIII, and Julia Child. *Answer Drawer, page 66*



NEWSBREAK OF THE MONTH

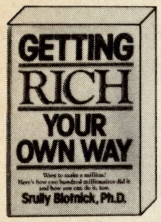
A recent study by the American Society for Quality Control came up with this startling conclusion: "Nearly a third of the American public rates the quality of toys and games high, but just as many regard the quality as low, and the same size group feels quality is average."

Illustrations by Leo Pando

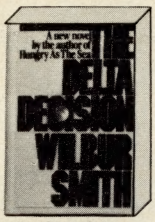
PLAYBOY'S CHOICE

THE BEST OF READING

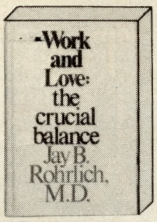
*Counts as 2 books.



R4174 $10.95



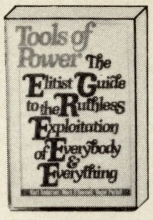
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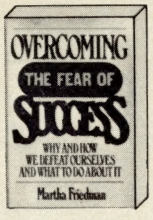
R4192 $10.95



R4235 $10.95



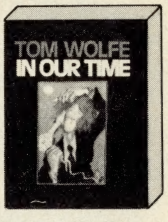
R4140 $8.95



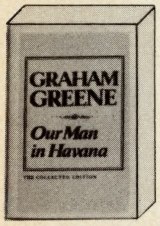
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R4137 $8.95



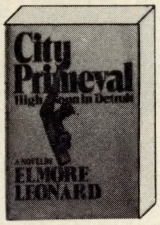
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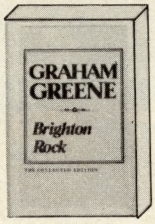
R4218 $14.95



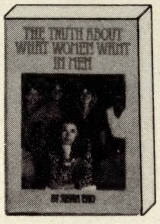
R4146 $8.95



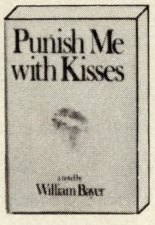
R4204 $9.95



R4217 $14.95



R4142 $10.95



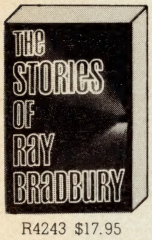
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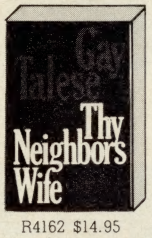
R4219 $8.95



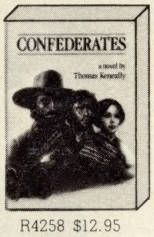
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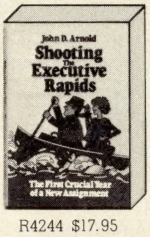
R4243 $17.95



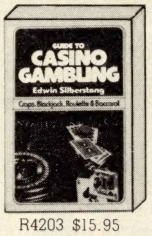
R4162 $14.95



R4258 $12.95



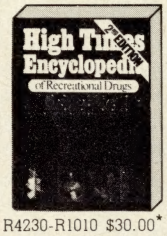
R4244 $17.95



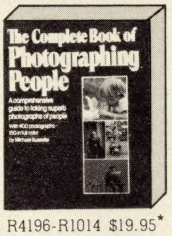
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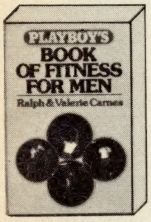
R4223 $10.95



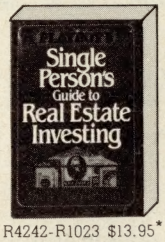
R4230-R1010 $30.00*



R4196-R1014 $19.95*



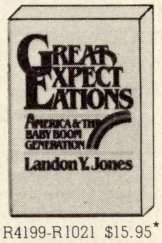
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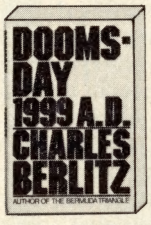
R4242-R1023 $13.95*



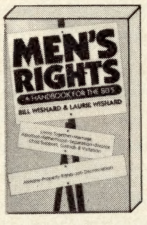
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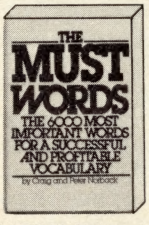
R4199-R1021 $15.95*



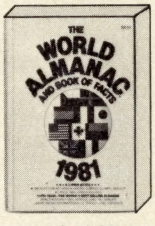
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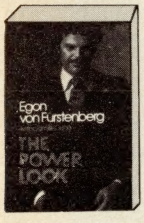
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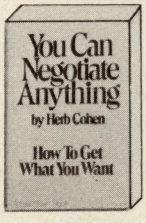
R4139 $12.95



R4213 $8.95



R4003 $10.00



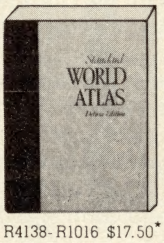
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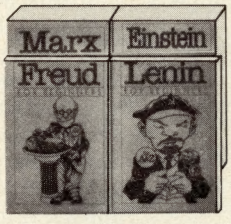
R4237 $11.95



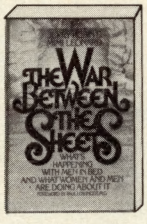
R4225-R1024 $19.95*



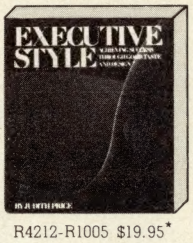
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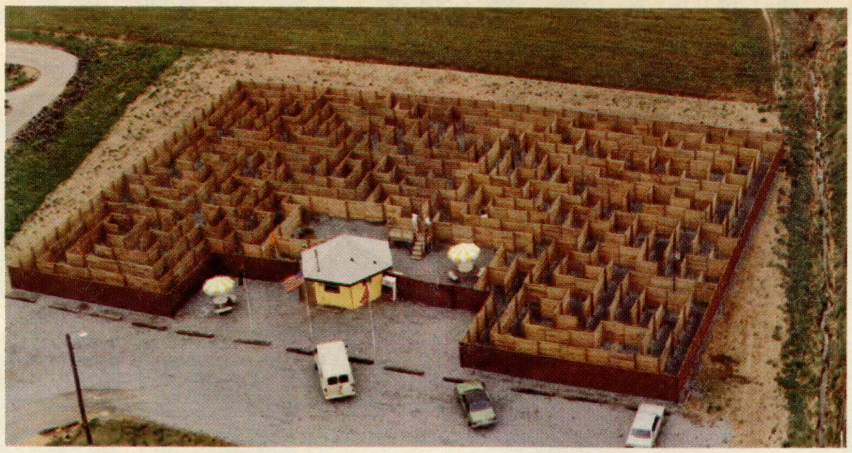
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A pigeon's-eye view of the perplexing maze at Pigeon Forge, Tennessee

PIGEON-HOLED IN PIGEON FORGE

For years I've wondered what it would be like to be lost in a real maze. Perhaps in the legendary labyrinth of Crete, which housed the awesome Minotaur. Or in the stately, convoluted hedge maze at Hampton Court, planted during the reign of William III. But life-size labyrinths gave way long ago to paper and pencil mazes, and it seemed my curiosity would remain unsatisfied— until I discovered The Puzzle Place, one of the world's largest walk-through mazes.

Located in Pigeon Forge, Tennessee, The Puzzle Place seems innocuous: bare wooden partitions six feet high, with a space at the bottom so the quitters can crawl out (the symbolism makes this a bitter last resort). Slight gaps between the boards allow glimpses of other paths and relieve feelings of claustrophobia. Strangely enough, the owners encourage each person to carry a pennant because, they discovered, it's reassuring to carry one, though no one can explain why. And in this half-mile of perplexing paths, one needs reassurance.

Of course, I know that certain algorithms guarantee a solution to most mazes—such as placing your right hand on a wall and following it around. But these methods would defeat the real goal—to get myself lost. So, having resolved not to think too hard, I began meandering through the walkways. Within minutes I wandered past the same places over and over again, and the faces of other confused souls became increasingly familiar as our paths crisscrossed. After about fifteen minutes I achieved my goal: experiencing (in the phrase of British maze builder Greg Bright) "the thrill of being lost."

At this point I decided to work out a solution. I had explored one side of the maze so thoroughly that I reasoned the true path must be somewhere on the other side. I wandered there until I found a long alley, previously unnoticed. This path led to a second section of the maze, and thence to a similarly hidden third section, which led to the final exit.

The 45 minutes it took me to find my way through the maze merely whetted my appetite. Now if I could only find a labyrinth complete with Minotaur. . . .

Open daily through the summer and weekends in spring and fall, The Puzzle Place is located about five miles from Gatlinburg, at the entrance to the Great Smoky Mountain National Park. Northerners can lose themselves in a Puzzle Place duplicate in Vernon Valley Action Park in Great Gorge, New Jersey. For further information, contact: Barbara Rusk, P.O. Box 1111, Pigeon Forge, TN 37863, (615) 453-9472.

—Robert Abbott

PLAY IT AGAIN, SAM

Recycle is a board game that practices what it preaches. The object of this environmentalist game is to be first to recycle 200 tons worth of cans, bottles, and trash. But not only is *Recycle* about recycling—it actually recycles *other* games. Here's how it works: Round up an old board game (one with property squares on the outer ring, such as Monopoly, Choice, City Scene, etc.), place *Recycle*'s overlay over the old board so that its outer track is still visible, read rules (printed on "100% recycled paper") adapting your old game to *Recycle*, and you're ready to play. You might end up hauling garbage from Baltic Avenue all game long, but Jane Fonda would be proud of you. For a copy of *Recycle*, send check or money order for $11.50 to Recycle Game, Box 3895, Modesto, CA 95352.

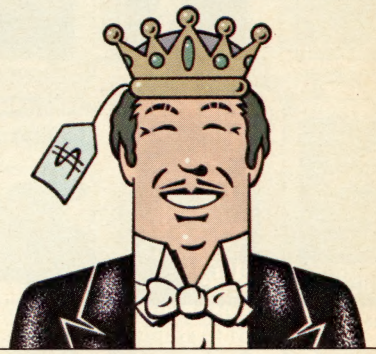
—S.S.

RENT-A-BARON

If your backgammon club lacks that touch of class, perhaps a real European aristocrat hanging around the tables would add a certain *je ne sais quoi.*

In Germany, counts and barons and their elegant wives are now hiring themselves out as "guests" for some rather princely sums of money. A baroness costs $280 an evening, while the most blue-blooded noblemen—certified by their agent Jurge Rilling of Augsburg, West Germany—can fetch up to $1250. The agency also arranges for your take-out aristocrat to arrive in a Rolls Royce accompanied by two motorcycle escorts in red livery.

—Zodiac News Service



RX TRIX

You won't find the Therapax Wave Helmet or the Cosmos Radioactive Pillow in any medical supply house. But you will find them at the St. Louis Museum of Medical Quackery, along with hair-restorers, laetrile, and all the most improbable miracle nostrums in captivity. Confiscated by the government, the allegedly fraudulent, pseudoscientific devices include:

The Wahl Powersage. This handy gadget promises to "remove cobwebs from the brain and rejuvenate the personality glands."

Ghadiali's Spectro-Chrome. If the ornate housing doesn't impress you, the treatment will: The Spectro-Chrome shines different-colored lights on the affected areas of the body to cure what ails you.

Electro-Metabograph. As complex-looking as the control panel of a 747, this device uses "radio waves" to "realign vibrations from diseased body parts."

Radionics Device. This piece of equipment performs wonders by "adjusting the disharmony of your electronic oscillation." It'll also clear up your TV reception.

If this museum has the remedy you think you need, you will find it in the St. Louis Medical Society Building, 3839 Lindell Blvd., St. Louis, MO.—C.S.

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THE MONOPOLY® GAME

by H.R. Hallock ★★

On a recent Saturday evening, the Darts invited the Locks and three other couples over for a barbecue and a round of MONOPOLY®. After dinner, the board was set up, and all five couples voted to play as teams.

When all the property was bought and all the trading finished, each team owned two complete blocks of property with not a single odd property left over. (The railroads and the utilities are each considered a block of property.) From the clues given, can you name the couples, name the blocks of property each owned, and rank them in order from winner to loser?

Solving grid with hints, page 70 Answer Drawer, page 72

1. George, who is not Mr. Lang, threw four 10s in a row and paid Ann Dunn each time.
2. Art, his wife, and the Fains owned the only properties on which you cannot build hotels.
3. Bob is not Mr. Dart, and Sue is not Mrs. Lock.
4. Peg and her husband—who owned the utilities—and the Dunns owned the only street properties whose name does not include "Avenue" or "Place."
5. Bev and her husband owned both properties with "Saint" in their names.
6. Tom and his wife owned only four pieces of property, but won the game because they owned the most expensive hotels.
7. The Darts placed second because they owned most of one side of the board; third place went to Ben and his wife; fourth to Art and his wife, and the losers were the Locks.
8. Ben and his wife owned five pieces of property. Dot and her spouse owned the block of three properties immediately following Ben's block of two. Dot and her spouse also owned the block directly across the board from their block of three.



Photo by Kosoff/Butensky

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IT LOOKS GOOD ON PAPER... BUT WILL IT FLY?

BY ANDY MEISLER

We've always admired those daring young men in their flying machines, though the young men who designed and flew most of the aircraft illustrated here took their derring-do beyond belief. When our friend, Jeremy Piltdown, showed us these 13 marvels of the modern age, he admitted that some were mere flights of fancy. Frankly, we couldn't tell which ones had actually gotten into the air and which were simply grounded in Jeremy's imagination, so from now on we're taking the train.

How about you? How many phony fliers can you find?

Answer Drawer, page 66

The Phipps Skybus was actually a modified GM Minibus containing DeHavilland Beaver wings and tail and a war surplus Pratt & Whitney engine. In the Fifties and early Sixties, a fleet of six was used to transport school children in areas of the Yukon that had inadequate road systems.



The Short-Mayo Composite was an interesting "piggyback" flying device designed for trans-Atlantic mail runs. The lower plane (named Maia, or "the great one") would spend its fuel getting the upper plane (named Mercury after the mythological winged messenger) airborne. Mercury would then be released with its full allotment of fuel available for the long journey from England to Canada and the U.S.

The Hoppicopter Strap-On attached to the pilot's shoulders by means of a parachute harness, with the pilot providing take-off and landing gear (his legs!). Although the device actually flew in 1945, shortly thereafter it was grounded in the Smithsonian.

The DC-3 Thermoking was used by entrepreneurs to rush Maine lobster and East Coast cracked crab to restaurants in California. The plane was constructed like a giant thermos bottle, but turbulence cracked the Thermoking's inner liners, so the idea was abandoned.

The Agricycler was an early attempt at energy conservation. A combination of manure and chemicals was used for fuel, the exhaust of which was just the right mixture of fertilizer and pesticide for dusting crops.

Illustration by Wayne McLoughlin

The Avrocar was an experimental flying saucer built and designed by Canadians for the U.S. Air Force. It used three J-69 turbojets to provide lift and thrust.

The Aerocar was a combination automobile/airplane that could either be driven down the highway or flown on the breeze using the same 150-h.p. engine. One person could easily fold the wings back along the tail section and drive the car with the wings in tow. Nothing beats a traffic jam like this two-seater!

The Helihome, with a price tag of $300,000, was the ultimate in recreational vehicles. This winged Winnebago came complete with bathroom, kitchen, and bunkhouse for the convenience of air travel with the comforts of a camper. May we never see a trailer park full of them.

The Pregnant Guppy, aptly named for its transport of NASA rockets and space vehicles, was first flown in 1962 at a cruising speed of 300 m.p.h. This oversized cargo plane—capable of lifting 41,000 pounds—was the largest of its type.



The Flying Flea is a perversion of this small plane's original name *Le Pou du Ciel* (Louse of the Sky). It was truly the poor man's airplane, with kits selling for about $500. Unfortunately, it had a nasty habit of turning onto its back in a dive.

The Goodyear Inflatoplane was made of rubberized material that could be inflated by using a vacuum cleaner. In its collapsed state, it could fit in the rear of a station wagon. Since the frame was pneumatic, the heaviest part of the plane was its 44-h.p., Nelson H-59A engine.

The Grumman Inverted-Flight Special was a custom design that broke the world's record for sustained inverted flight: 11.3 hours in 1936. The biplane had special upside down, gravity-feed fuel tanks and an inverted-8 engine. The cockpit on the "top" side of the plane was for F.A.A. observers.

The Pitts Pathfinder was built by aviation pioneer Henry Adams Pitts in 1932, when "blind flying" was in its infancy. Pitts wrapped the fuselage of his Waco Biplane with copper wire like an electromagnet. His theory was that a lost pilot could apply electricity to the wires and turn the plane into a giant compass that would swing effortlessly due north.

Andy Meisler is a senior editor of New West *Magazine, and a contributing editor to* Games.

HOLDING 'EM AND FOLDING 'EM

Lettering by Daniel Pelavin

You got to know when to hold 'em
Know when to fold 'em
Know when to walk away
And know when to run . . .
—KENNY ROGERS, "The Gambler" *

In tennis it's Wimbledon; in golf it's the Master's; in auto racing it's the Indy 500, and in horse racing the Kentucky Derby. A confrontation of giants, of the masters of their art. In gambling the equivalent is the World Series of Poker at Binion's Horseshoe Casino in downtown Las Vegas. There, in an alcove behind the blackjack pit, the world's greatest poker players return each spring like swallows to Capistrano to swap stories, play in a month-long series of freeze-out tournaments, and, with remarkable casualness, win tens of thousands of dollars from one another in friendly side games. Yes, tens of thousands of dollars. In one late night session at the Horseshoe in 1979, I watched Bobby Baldwin, a brilliant, curly-haired, young poker genius from Tulsa, Oklahoma, lose $168,000. Not ruffled in the least, Baldwin slept like a log afterwards; and as it turned out, he not only recouped his losses before leaving the Horseshoe a couple of weeks later, but won a few hundred thousand more as well. The giants of poker seem to think only in terms that have three zeroes at the end. For them a "dime" is not a dime as it is for the rest of us. It is not $10 as it is for blackjack players. It is $1,000. Only big sports bettors think in similar terms.

When they start trickling into the Horseshoe for the World Series in late April, the giants of poker are not at first distinguishable from the motley thousands who pause at the Horseshoe's entrance on Fremont Street to gape at one million dollars in cash. Within a large steel horseshoe there, the Binions display to the world one hundred $10,000 bills, pressed like first-love corsages under twin layers of thick, alarm-taped glass. Families pose next to the display to have their pictures taken. Inside the Horseshoe, thousands more play keno tickets where the willy-nilly pops of numbered balls might win them $25,000 for 70 cents. They shoot craps. They pump nickels, quarters, and dollars into slot machines, hoping for a row of 7s to win them $36,000 or $57,000 or $78,000—cascades of wealth attainable, they know, only through the wildest shazams of luck.

Such feckless play is not for the giants of poker. They walk straight through the mayhem of clanking coins and rolling dice at the Horseshoe's entrance to the poker room in back. They put their money behind something much more reliable than luck—namely, their skill. Sure there is luck in the game of poker. If there weren't any luck, poker couldn't be a gambling game any more than chess can be a gambling game. But as Chip Reese, the youthful Dartmouth graduate from Dayton, Ohio, who manages the poker room at the Dunes in Las Vegas puts it, "If you are losing every day, no matter how good you are, you're not playing unlucky. You're doing something wrong."

Instead of conceding the house an edge, as do the tourists who mob the casino, the poker giants do almost anything short of cheating to tip the edge in their favor. Indeed, that is their definition of gambling: getting the best of it. Carl Cannon, an affable poker professional from Houston, Texas, who appears to be a cowboy but who happens to own a law degree, tells the story of the poker player worried about a bomb on his flight to the World Series.

"What are the odds of a bomb being on that plane?" the poker player asks.

"Oh, more than a million to one," the ticket agent says.

That isn't good enough. The poker player wants an extra edge.

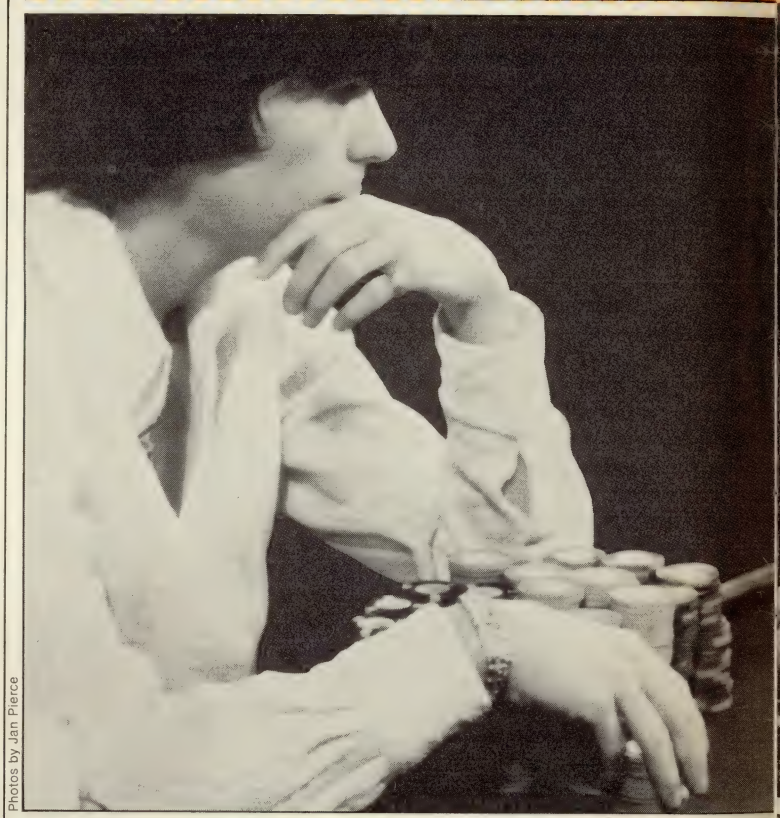
"What are the odds of two bombs?" he asks.

"Astronomical," the ticket agent says. "Just about impossible."

"Good," the poker player says. He buys his ticket, takes the flight, and makes sure he has a bomb in his pocket.

As to why he became a professional gambler after earning his law degree, Cannon says without hesitation, "I chose the more honorable profession."

About a week after the Horseshoe's poker room opens and the boys have had some time to warm up, the first of a dozen tournaments begins modestly with a $1,000 buy-in. However, the big event, the mid-May finale to which the other tournaments—draw, seven-card stud, high-low split, and so on—are but preludes, the event that determines the poker champion of the world, is the marathon, four-day, no-limit



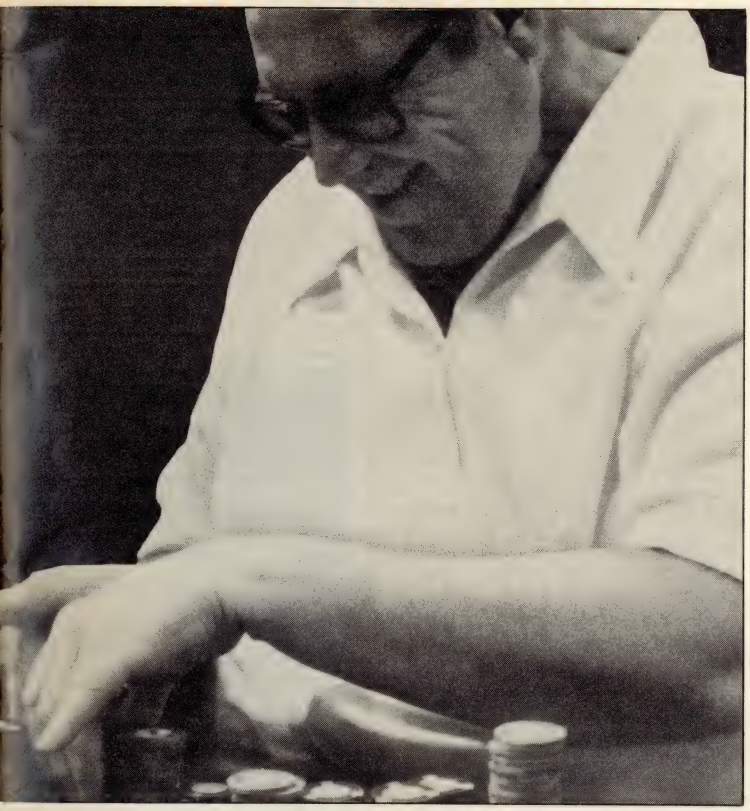
Photos by Jan Pierce

The 1980 world poker championship came down to a battle between youth and experience. Stu Ungar (left), a diminutive kid from New York, was a top gin rummy player but a

* From the album, *The Gambler*, © 1978, United Artists, ASCAP.

AT THE WORLD SERIES OF POKER

by Roger Dionne



relative newcomer to high-level poker. Goliath-like Doyle "Texas Dolly" Brunson (right), a two-time champion, was in his prime. The final showdown lasted only 10 minutes.

hold 'em poker tournament with a $10,000 buy-in.

No-limit hold 'em—the game Kenny Rogers sings about—is a Texas variation of seven-card stud in which all players use the same five exposed community cards in combination with their two hole cards to form the best five-card hand. Sounds simple, but the giants of poker don't see it that way.

"No-limit hold 'em is the most sophisticated card game there is," says Baldwin, a master of all poker games as well as a Life Master in bridge. Baldwin considers the crucial factor in hold 'em the absence of limits on bets and raises. "You just have so many more tools to work with playing no-limit," he says. "I can take a deuce and a seven in the hole and make them look like two aces. In limit poker you can't do that."

I ask him to explain.

"Say there's $3,000 in the pot in a limit game, and it costs them $300 to see your hand. They're going to call it." In other words, when you bet $300, your opponents in the hand can "call" your $300 bet by putting $300 of their own money in the pot. By doing so, they risk an additional $300 for the chance to win at least $3,300. Thus, if they figure their chances of having the best hand in the showdown are better than one in eleven, they will call the bet. Anyone who doesn't call, "folds" his hand and is automatically out of the play until the next deal.

"But in no-limit," Baldwin goes on, "if there's $3,000 out there and you bet $4,500, well, they're not so likely to come look you up." (Because, of course, it now costs them $4,500 to call your bet.)

"Limit poker is a science," says another hold 'em expert, sartorial San Antonio real estate magnate and oil wildcatter Crandall Addington. "But no-limit is an art. In limit you're shooting at a target. In no-limit the target comes alive and shoots back at you."

Take the case of Ireland's Colette Doherty, who played in her first no-limit hold 'em world championship last year. Though she looks like a girl stepping out of a romantic Irish ballad, back home in Dublin, Doherty is known as "Cool Hand" Colette, one of the sharpest limit seven-stud players in the country.

On the first day of the hold 'em championship, Doherty found herself holding king-3 with 9-3-3 exposed as the first three community cards in the center of the table. (The fourth and fifth community cards are dealt separately, with a round of betting between each.) With her three 3s, she cleverly "checked," hoping that by not betting she'd draw in a weaker hand or two. To her left, Bob Hooks from Edgewood, Texas, a brilliant hold 'em player who finished second in the 1975 championship, bet a few hundred dollars. Doherty was delighted and raised a few thousand.

But now, in Addington's image, her target came alive and shot right back at her. Hooks put his hands behind all his remaining chips—several thousand dollars worth—and pushed them out to the center of the table.

"Re-raise," he said.

He moved "all-in," as it's called, dramatically risking his entire stake on the play.

Doherty hesitated. Suddenly *she* was the target. Hooks might be bluffing, figuring the Irish girl too timid to call, or he might have 9s and 3s, the second best hand. Then again, he could have "the nuts," a pair of 9s in the hole, which with the community cards would give him a full house of 9s over 3s, the best possible hand at that point.

When she finally did call, a move which nearly depleted her stock of chips, Hooks turned over the hand she dreaded—a pair of 9s. (Since he was all-in against only one opponent, there could be no more betting, and so he could reveal his hand with cards still to come.) Hooks' full house held up, he won the pot, and a few hands later Colette Doherty was out of the tournament. As one observer noted, "Hold 'em will make you join a church, man. It's brutal!"

Last year 73 intrepid souls put up $10,000 to play in the hold 'em world championship, creating a gargantuan $730,000 purse, the largest ever, one-half of which went to the winner with the other half divided proportionately among the next four finishers. In the 1981 championship this May, the purse may exceed $1 million. However, it wasn't always that way. When Jack Binion staged the first hold 'em world championship tournament at the Horseshoe in 1971, only six players participated, and as late as 1976, only 22 players entered the event, nearly all of them Texans. Hold 'em was, after all, Texas' own game, and supposedly originated somewhere around Corpus Christi in the early

1930s. In the rest of the country, the game remained virtually unknown.

Then in the late 1970s a new breed of poker player began challenging the old pros from Texas—bright young men like Bobby Baldwin and Chip Reese, who grew up in middle-class homes and sharpened their poker prowess between college classes. In 1978 Baldwin, then 27, out of Oklahoma State University, defeated 42 players to become the youngest person and only the second non-Texan to win the world championship. The other was pink-pated, cigar-chomping Puggy Pearson from Tennessee who won the championship against thirteen opponents in 1973.

"It used to be that Texans had a tremendous edge over the rest of the country," explained straggly-haired New Yorker Mickey Appleman as he struggled through the crowd toward his assigned seat at the start of the 1980 world championship. Wearing mauve sunglasses, a loose-fitting mauve jacket, and an aquamarine T-shirt, 34-year-old Appleman looked more like a Woodstock refugee than the professional gambler he was. "But now it's leveling off," he continued. "This World Series of Poker is the ultimate competition with your peers. Absolutely the best players in the world are here, and hold 'em has been defined as the world championship game. It *is* the best game. So everybody wants to learn it and shoot it out."

Of course, the old Texas pros were not about to concede their poker supremacy without a struggle. Among the final four in last year's hold 'em championship were three-time

The giants of poker do almost anything short of cheating to tip the edge in their favor.

world champion Johnny Moss from Odessa, Texas, still playing like a master at 73, and the redoubtable Doyle "Texas Dolly" Brunson from Longworth, Texas, a two-time world champion, in his prime at 47. However, the other two players in the final foursome tell the rest of the story: Jay Heimowitz, a debonair club player from the Catskills in New York, and Stu Ungar, a raw, 26-year-old kid from Manhattan's lower East Side with the pallor of someone who doesn't see much daylight.

Ungar had been playing cards since he was 14 and arrived on the Las Vegas poker scene early in 1979 with the reputation of being the best gin rummy player in the world. When he couldn't rustle up any more gin games, he would take on the best poker players in town for just about any stakes they wanted to play for. And when he wasn't playing poker, he was playing blackjack or betting sports.

"I lose all my money betting sports," Ungar insists. "*Write all that!* I'm a good gambler at cards, but I'm a sucker at everything else."

The 1980 world poker championship came down to a battle between Goliath-like Brunson, who weighs 350 pounds, and Stu Ungar, the diminutive kid from New York. Normally the final showdown takes hours. Each finalist tightens up, looking for weaknesses in his opponent, waiting for the right hand with which to strike. However, it took Brunson and Ungar only 10 minutes to settle their dispute in what turned out to be the fastest, most dramatic finale in the history of the World Series of Poker. It was not unlike Muhammad Ali's first-round knockout of Sonny Liston in 1965.

When the final hand began, the bout appeared far from

TWO KEY HANDS, OR A L

HOLDING 'EM A

Hold 'em poker has a language all its own. After the two hole cards are dealt, the first three community cards, turned over simultaneously, are called the "flop." The fourth community card is called "4th Street" and the fifth card "5th Street." Doyle Brunson made his first big move in last year's world championship early on the second day of the tournament. His victim was Tommy Hufnagle of Schwenksville, Pennsylvania, a young professional as famous for his beer drinking as for his excellent play. With a pair of queens in the hole, Brunson bet only $1,100 before the flop to keep as many players in the pot as possible. Hufnagle raised $3,000 on his pair of jacks to drive people out. Brunson called, and everyone else folded. (The suits were not recorded, but they are irrelevant because there were no flush possibilities.)

	Hole Cards	**Flop**
Brunson	Q Q	J 9 6
Hufnagle	J J	

Brunson checked. Though Hufnagle knew he now had the best possible hand—three jacks—he also checked, a great move since it convinced Brunson he had started with something like ace-king, ace-queen, or possibly king-queen.

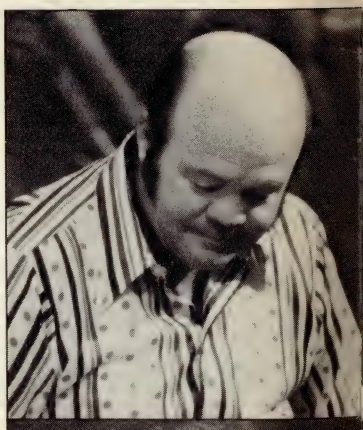
	Hole Cards	**Flop**	**4th St.**
Brunson	Q Q	J 9 6	8
Hufnagle	J J		

Again Brunson checked, but now Hufnagle bet $8,000. Brunson called, almost certain Hufnagle was bluffing with a marginal hand at best.

	Hole Cards	**Flop**	**4th St.**	**5th St.**
Brunson	Q Q	J 9 6	8	10!
Hufnagle	J J			

The 10 on 5th Street gave Brunson a queen-high straight. Now he

Former world champions (clockwise from upper left): *Tennessee good ol' boy Puggy Pearson; rancher, country wit, and* bon vivant





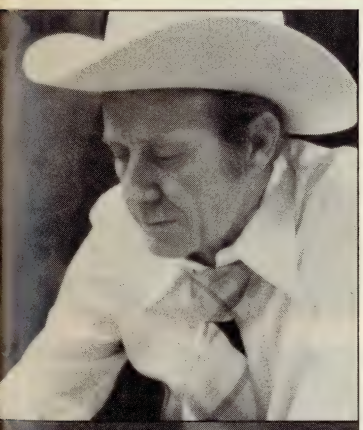
Other Photos by Ulvis Alberts

ITTLE LUCK NEVER HURT

ND FOLDING 'EM



Amarillo Slim Preston; Texan Johnny Moss, who has won and lost millions playing poker; and young card whiz Bobby Baldwin.



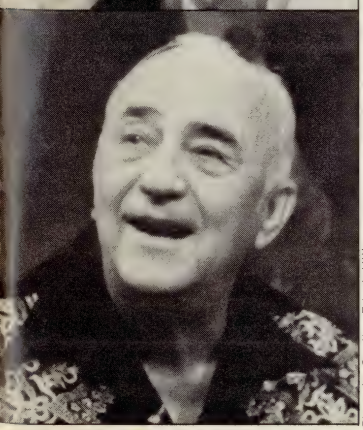


Photo by Shelley Frisch Hill

checked, setting the same trap Hufnagle had set for him after the flop. Hufnagle fell into it and bet $20,000, convinced Brunson would not have checked had he held queens. Brunson only called, for he feared Hufnagle might have started with king-queen, which would give him a straight higher than his own. Instead Brunson's straight beat Hufnagle's three jacks, and he took over the early lead in the tournament.

Later on the second day Stu Ungar was on the brink of elimination, but the poker gods gave him a last-minute reprieve. His opponent in the hand was Charlie Dunwoody of Houston, Texas.

Hole Cards	Flop
Dunwoody	
♠7 ♠J	♠A ♠8 ♢9
Ungar	
♡A ♣A	

Like Brunson with his two queens, Ungar bet modestly before the flop with his two aces. After the flop Dunwoody bet $18,000, calculating he would either steal the pot or get two draws to a spade flush and an inside straight. With his three aces Ungar knew he had the best possible hand at that point and wanted Dunwoody to pay dearly for a flush draw (if that's what he had). So he not only called but moved all-in with his remaining chips. Dunwoody seized the opportunity for a big win and called.

Hole Cards	Flop	4th St.
Dunwoody		
♠7 ♠J	♠A ♠8 ♢9	♠K
Ungar		
♡A ♣A		

Dunwoody caught his flush, and Ungar rose from his chair, prepared to leave. However, he was only slightly less than a $3\frac{1}{2}$-to-1 underdog in the hand since any 8, 9, or king on 5th Street would give him a full house, while the case ace would give him four-of-a-kind—a total of 10 wins out of the 44 unseen cards. The last card came out—the 8 of diamonds. Ungar made his full house and went on to win the world championship. "You got to be a little lucky," he admitted after his victory. —R.D.

over, for Brunson still had $232,500 and Ungar $497,500. But anything can happen at any time in no-limit. Ungar was dealt the 4 and 5 of spades in the hole. He bet $10,000 since his hand had both straight and flush possibilities. With an ace-7 in the hole, Brunson called.

Now came the first three community cards (which the house dealer turns over simultaneously):

ace–2–7

Ungar checked, but Brunson was looking at two pair, aces and 7s, a hand with very good money-making possibilities. He wanted to bet as much as possible without scaring Ungar away. He put out $17,000. Ungar called.

"I wouldn't have called too much more than that for a gut shot," Ungar admitted. (A "gut shot" in poker parlance is a draw to an inside straight.) "But if he has a hand, it's worth $17,000 because if I do catch a 3, I'm going to bust him."

The next exposed community card was . . . Ungar's 3! Showing no emotion, Ungar pushed out $40,000. Brunson looked stonily at the little castle of chips in the center of the table and decided to go after it. Slowly he pushed out his entire mountain of chips, $165,000. The crowd pressing around the two players gasped. Brunson had moved all-in.

"I call!" Ungar sang out with glee as soon as Brunson's hands left his stacks. Suddenly the pot had grown to $465,000, and the world championship of poker was on the line.

When Ungar flipped over his 4 and 5 of spades, revealing his ace-to-5 straight, Brunson stared at the cards in shock. He had known, of course, that a straight was a possibility but figured Ungar for no more than two pair at best. Now, with his own two pair, only a third ace or a third 7 on the last card, precisely a 10-to-1 shot (two aces and two 7s out of the 44 remaining cards) could rescue the former champion from defeat by giving him a full house. He didn't get it, and so young Stuey Ungar, the gin rummy whiz from New York who had played his first hands of hold 'em poker with Doyle Brunson exactly a year earlier in a side game at the 1979 World Series, became the 1980 world poker champion.

In limit poker, you're shooting at a target. In no-limit, the target comes alive and shoots back at you.

"He's like an animal in the jungle," Brunson said when it was over. "He played the hand perfectly. He made me commit myself with all my chips and I was gone, that's all. That's what no-limit hold 'em is all about."

Before the 1980 hold 'em championship started, odds on each entrant were posted in the sports book at the El Cortez Casino down the street from the Horseshoe. Ungar went off at an attractive 50 to 1. While he was eating an egg sandwich in the Sombrero Room at the Horseshoe the morning after the tournament, I asked Ungar if he had bet on himself. But professional gamblers don't bet on sentiment. Instead, Ungar had put $2,500 at 11-to-1 odds on the man he considered the best player in the tournament, the man he thought most likely to win—Doyle Brunson.

"I ran into a little hard luck," Ungar said as he finished his sandwich. "I lost that bet."

In addition to contributing regularly to Games, *Roger Dionne writes about gambling for* Sports Illustrated, Millions, Oui, *and numerous other publications.*

AND ON THAT FARM

A TIME-SEQUENCE PUZZLE

★★

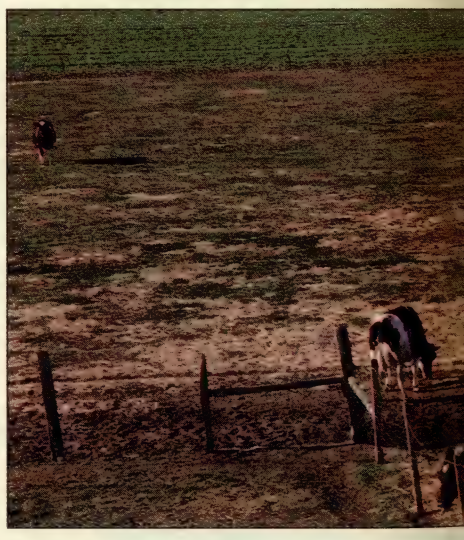
by O. M. Donald

These nine pictures were taken at brief intervals by a commission of agricultural experts who were trying to determine how cows produce milk. Their official report concluded: "Evidently









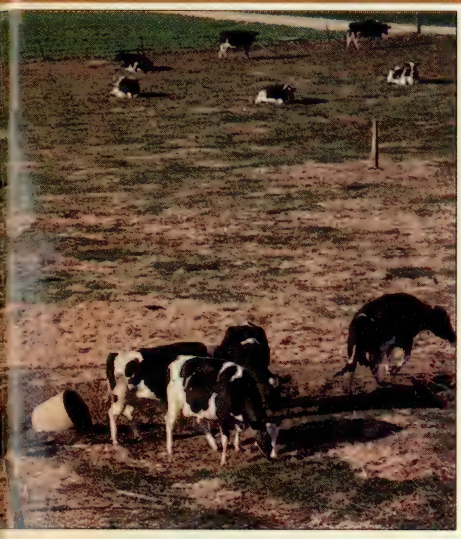


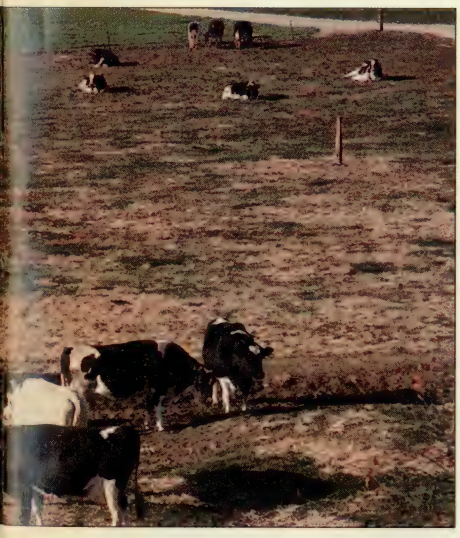


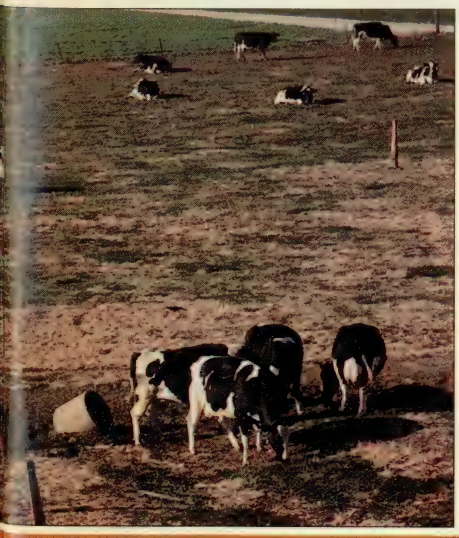
HE HAD SOME COWS

it has something to do with eating, chewing, and walking around." But as often happens in such ambitious research, the pictures got mixed up just before it came time to issue the press release. Can you salvage the professional reputations of these respected scholars by rearranging the nine pictures in correct time sequence?

Answer Drawer, page 68








Photos by Brent Petersen

Grand Prize A Polaroid® SX-70® AutoFocus Land Camera
Runners Up $50

A GAMES CONTEST ★

M'AD IS ON A VENUE

THE CASE OF *GAMES READERS V. GAMES MAGAZINE*

In this class action suit, *Games* Magazine Readers seek the right to create their own Fake Ads under the Turnabout Is Fair Play Act. The suit claims that the aforementioned magazine did wilfully publish *ipso farcical* advertisements for nonexistent products and services. Submitted as evidence are exhibits A-F: the Lunar Collector, the Island of St. Sabatius, the Lifetime Scoreboard, the Maze O'Dometer, the Classifieds, and the Games Cruise. The Readers' representative, Nadir's Radars, asserts that "this blatant leg pulling was a rotten trick previously outlawed in the case *Suckers v. P. T. Barnum.*" Lawyers for *Games,* while admitting to the fabrications, invoked *Games'* Rights and the power of *habeas jokus.* "Okay, we're guilty, but don't make a Federal case out of it."

Upon review, the Court finds for the plaintiffs, who are encouraged to carry out the verdict posthaste.

How to Enter

Submit your own ideas for Fake Ads. Include a sales pitch and, if art is integral to the ad, a rough sketch. After due process, a winning entry will be chosen not for its sheer outrageousness, but for its subtlety, humor, and ability to deceive. The winning ad will be edited, designed, and published in a later issue, hidden among the bona fide ads. The contributor of any other ad that we eventually publish will receive a credit in that issue and $50. No entries will be returned and the decision of the Justices is final. Send your concept, with your name and address, to **M'AD IS ON A VENUE CONTEST, *Games* Magazine, 515 Madison Avenue, New York, NY 10022. All entries must be received by June 2, 1981.**

Exhibit A



INTRODUCING A LUNAR COLLECTOR FOR YOUR HOME & GARDEN

The beneficial effects of moonlight were once dismissed as mere superstition. But experiments conducted aboard Apollo 18 confirmed that the radiographic frequencies associated with lunar emanations are virtually identical to the frequencies associated with single cell regeneration. Moonlight has a gentle and *naturally* stimulative effect on all living things.

Here at Luna Technologies, in our own Luna Labs, we have discovered a safe and practical way of amplifying lunar energy to enhance the health and vitality of every living thing in your home and garden. Our LUNA TECH MARK I uses the latest LASER technologies with an H2O buffer which eliminates the risk of lunar burn.

How It Works. The unit, complete with Moon-Scan™ automatic tracking pedestal mounts easily on any style roof. Lunar radiations received by the collection plate are transmitted to a zirconium intensifier element inside the crystal exchange chamber. There, common tap water is irradiated and charged with lunar energy. The outflow can be used immediately, or it can be stored for up to three weeks in a reserve tank.

The healthful benefits of bathing in lunar-charged waters will be immediately apparent, despite efforts by the Food and Drug Administration to convince you otherwise.

And it is a proven fact that vegetable plants irradiated with lunar water grow nine times faster than plants that receive no water at all.

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B

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Crime	0	Insects	0	Pollution	0	Rates	0
Crowding	0	Nightlife	0	Radio, TV	0	Cuisine	0
Haste	0	Noise	0	Weather	0	Population	0

C

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D

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E

CLASSIFIED

Personals

ASSISTANT CLUE CHECKER
Mature, intelligent, female crossword constructor seeks sincere, youthful, male assistant for clue checking and meaningful relationship. Send photograph. Write *Games,* Box A

PLAY MONOPOLY?
Major Atlantic City casino developer wishes to play Monopoly. Will trade Park Place for two yellows and $1.5 billion. *Games,* Box B

COUNTRY ESTATE
Retired gardener seeks large country estate on which to execute world's largest sunflower maze. Plans have taken 45 years to complete. Requires room, board, seed money. *Games,* Box C

MATHEMATICIANS
Multilingual female, late 30s, looking for mature male mathematician to develop new puzzle formats. *Games,* Box D

VEGETARIAN SHODAN
Wealthy recluse seeks full-time Go Da Shogi opponent. Must be rated at least Shodan. 48-hour week. Located off coast of Maine. Vegetarians only need apply. *Games,* Box E

F

JOIN THE FIRST GAME CRUISE

Spring, 1981 We'll depart from Atlantic City (Boardwalk at Park Place) on April 4 and sail to the Mediterranean via Grand Bahama and Southampton, England, for a taste of three famous casinos. Then it's down to Monte Carlo for glamour and Chinese checkers with Princess Grace and Tel Aviv for the Hebrew Scrabble Knockouts. We return to New York on April 30 via speedy jetliner from Zagreb, following the all-night Pan-Slavic treasure hunt.



On board there will be Game Seminars, Group Games, New Gaming Theories, Deck Games. Passengers will be grouped by interests rather than status. There will be a Chess Deck, Bridge Deck, Crossword Cabins, Electronic Arcades. Special feature guests will include Pinball Wizards, Card Sharks, Chess Masters, Magicians!

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BERMUDA TRIANGLE TOURS
Blind Man's Bluff, Bermuda

Gilbey's idea of a Gin and Tonic:

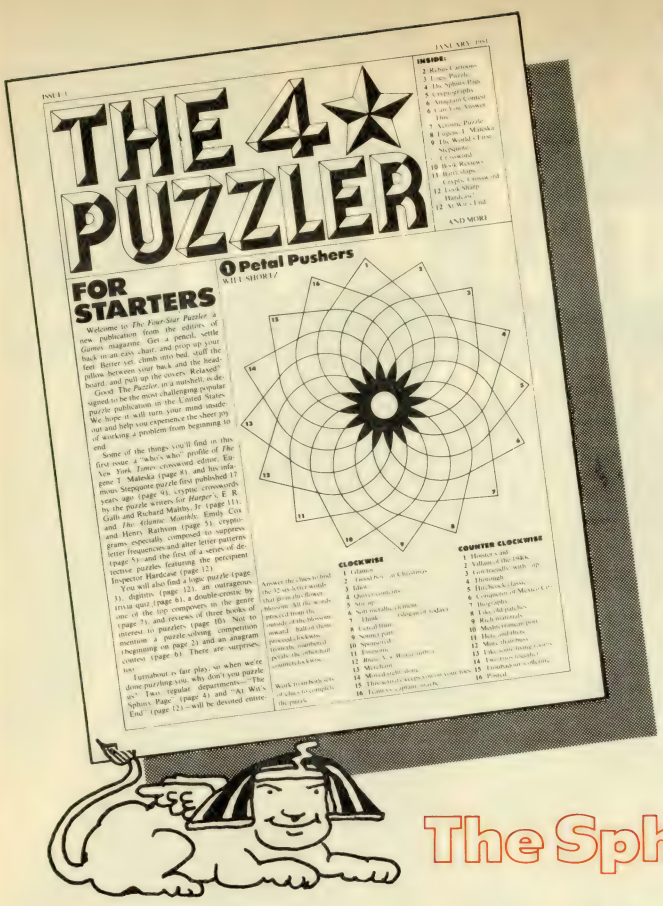
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Gilbey's Gin is made with a unique idea in mind. The taste of the gin is important and should not be hidden by the mixer. So when you drink a Gilbey's Gin & Tonic, you'll taste the gin, too.



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Edited by Will Shortz

PENCILWISE



Illustrations by Teresa Anderko

Equation Analysis Test ★☆

by Will Shortz

This test does not measure your intelligence, your fluency with words, and certainly not your mathematical ability. It will, however, give you some gauge of your mental flexibility and creativity. In the three years since we developed the test, we've found few people who could solve more than half the 24 questions on the first try. Many, however, reported getting answers long after the test had been set aside—particularly at unexpected moments when their minds were relaxed; and some reported solving all the questions over a period of several days. Take this as your personal challenge.

Instructions: Each equation below contains the initials of words that will make it correct. Find the missing words. For example, *26 = L. of the A.* would be *26 = Letters of the Alphabet.*

Answer Drawer, page 66

a. 26 = L. of the A. Letters of the Alphabet

b. 7 = W. of the A.W. _____

c. 1,001 = A.N. _____

d. 12 = S. of the Z. _____

e. 54 = C. in a D. (with the J.) _____

f. 9 = P. in the S.S. _____

g. 88 = P.K. _____

h. 13 = S. on the A.F. _____

i. 32 = D.F. at which W.F. _____

j. 18 = H. on a G.C. _____

k. 90 = D. in a R.A. _____

l. 200 = D. for P.G. in M. _____

m. 8 = S. on a S.S. _____

n. 3 = B.M. (S.H.T.R.!) _____

o. 4 = Q. in a G. _____

p. 24 = H. in a D. _____

q. 1 = W. on a U. _____

r. 5 = D. in a Z.C. _____

s. 57 = H.V. _____

t. 11 = P. on a F.T. _____

u. 1,000 = W. that a P. is W. _____

v. 29 = D. in F. in a L.Y. _____

w. 64 = S. on a C. _____

x. 40 = D. and N. of the G.F. _____

Minotaurs' Maze ★★

by Dave Phillips

Thou mayst not wander in that labyrinth:
There Minotaurs and ugly treasons lurk.
Shakespeare, King Henry VI, *Part 1*

Directions: Start in the center and find a way out.

Answer Drawer, page 66



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Choice of Dessert ★

by William Lutwiniak

ACROSS

1 One ___ time (singly): 2 wds.
4 The Osmond sister
9 Trade between kids
13 Soda flavoring
15 To no ___ (uselessly)
16 One of the Three Bears
17 Very tidy: 4 wds.
20 Gives up hope
21 Clergyman
22 Circle segments
23 Have a gabfest
24 She discovered radium
26 Anthracite, e.g.
27 Actor Hunter
30 Consumed
31 Slim
32 Actor's part
33 Have ___ (be involved): 5 wds.
36 Four-sided figure: Abbr.
37 New Jersey basketball team
38 Heroic sagas
39 Retiree's source of income: Abbr.
40 Matures
41 Hold fast; clamp down
42 Andy's radio pal
43 Asian desert
44 Basic schoolbook
47 Nightclubs
51 Suffering humiliation: 3 wds.
53 Personalities, to Freud
54 Creepy
55 "___ in the Heart of Texas"
56 Ballpoints
57 Go on a shopping spree
58 Superlative ending

DOWN

1 LSD: S1.
2 Musical pitch
3 Woe is me!
4 "... with ___ toward none ..."
5 States as fact
6 Knocks
7 Roman 3
8 Disney's Dumbo, for one
9 Nautical spar
10 Walk in water
11 *Planet of the* ___
12 Portion
14 Obvious
18 Peeling, as a fruit
19 Vocal
23 Loose change
24 Sidewalk restaurants
25 City in New York
26 IOUs
27 Subject matter
28 Wonderland girl
29 Honeycomb inhabitants
30 Corn servings
31 Where money doesn't grow
32 Fixed
34 Swells up
35 Shampoo type
40 Churchgoer's response
41 Cut short, as hair
42 Off target
43 Street urchin
44 Incubator sound
45 Fury
46 Pour ___ (accelerate): 2 wds.
47 Heal
48 Fencer's blade
49 Ascots
50 After Aug.
52 "With it"



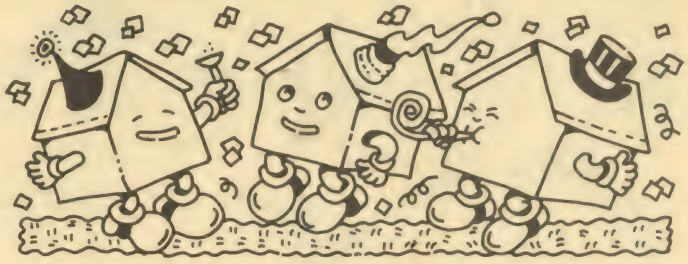
Answer Drawer, page 66

House Party ★

by Gene Traub

No doubt about it—each answer in this quiz is a household word. In fact, each answer is a word, name, or phrase that contains the word HOUSE—like POWERHOUSE or HOUSE DETECTIVE. How many can you identify?

Answer Drawer, page 66



1. Gratis, as drinks ___
2. Home christening ___
3. What bills drive one to ___
4. Repetitive nursery rhyme ___
5. Swatting target ___
6. One-time doctors' tradition ___
7. Ibsen drama ___
8. Chocolate chip delight ___
9. Kurt Vonnegut novel ___
10. Confinement to quarters ___
11. Strong poker holding ___
12. Fraternity flick ___
13. Tip O'Neill, e.g. ___
14. Michael Landon series ___
15. "Trained," as a puppy ___
16. Be a smash, in theater ___

Gone Fishin' ★☆

by K. M. Paskert

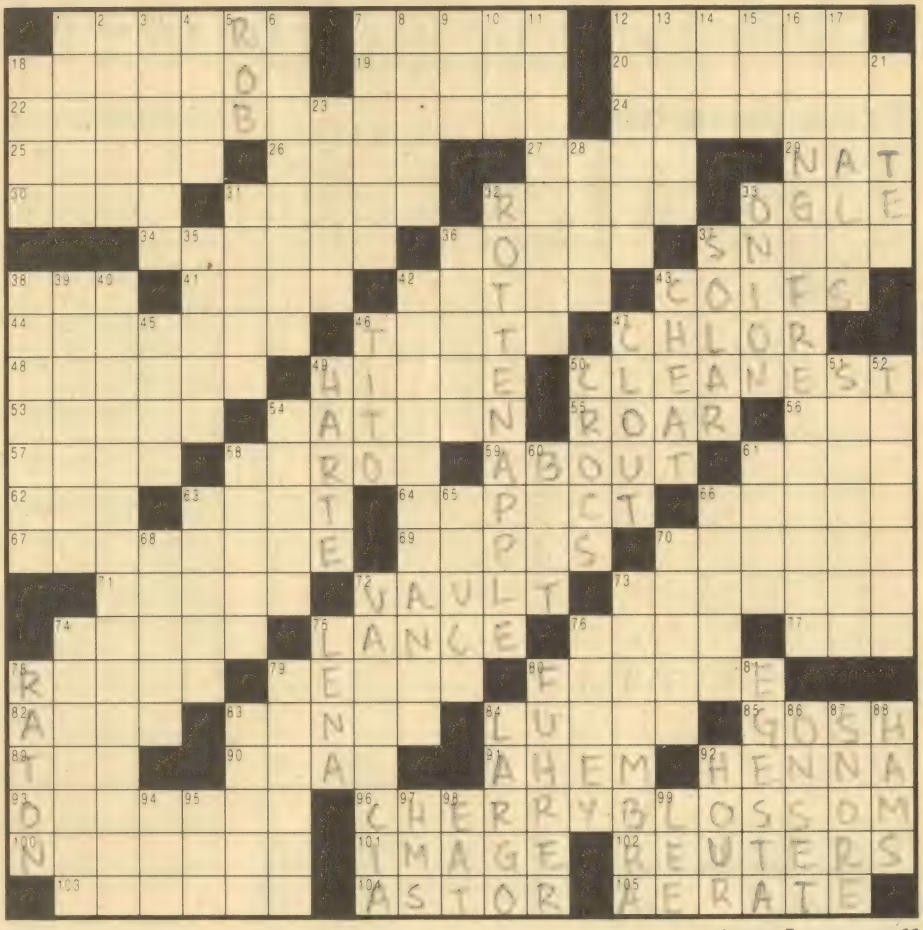
Can you identify the 12 varieties of fish below? For example, number 1 with the crown and scepter is a *kingfish*. Number 2 is clearly a *darter*. If you think that's a groaner, the best are still to come.

Answer Drawer, page 66



Bearing Fruit ★★

by John Meux



Answer Drawer, page 66

ACROSS

1 Comedians' club
7 Betty Grable, in WW II
12 Bewitching charm
18 The man in the street: 2 wds.
19 Within: Prefix
20 Acknowledged receipt of a message
22 Emblems of peace: 2 wds.
24 C, on a report card
25 Champagne and burgundy
26 Vein: Lat.
27 Drink too much
29 Singer Cole
30 Cuckoo's relative?
31 Assistants
32 More mature
33 Stare at a "peach"
34 Savored
36 Out of ___ (blurry)
37 Smile derisively
38 Breach
41 God, in Granada
42 Teutonic barbarians
43 Hairdos
44 Cellular, as tissue
46 Rich cake
47 Prefix meaning "green"
48 Apple blossom part
49 Source of a squeak
50 Least soiled
53 Levant or Hammerstein
54 Smooth, glossy cloth
55 Bellow
56 Between zeta and theta
57 German chemist Otto
58 Pulsate
59 Approximately
61 Peter or Alexander
62 Hooray for Jose!
63 Decree
64 View from a house
66 Word with point or four
67 Conan Doyle's Inspector ___
69 Backs of necks
70 Maple leaf commonwealth
71 Informed
72 Word with pole or bank
73 One who employs "the lowest form of humor"
74 Soul
75 Jousting weapon
76 Nothing more than
77 Before: Poet.
78 Mountain chain
79 Nautical term
80 Handle tenderly
82 Rainbows
83 Scenery for *The Sheik*
84 Actor Peter
85 Wow!
89 Br'er Rabbit's ___ Baby
90 Algerian seaport
91 Attention-getting sound
92 Auburn hair rinse
93 Son of Uranus
96 Capital sight in the spring: 2 wds.
100 Closest at hand
101 PR concern
102 International news agency
103 Strikes hard
104 John Jacob ___
105 Expose to air

DOWN

1 Loose-leaf folder
2 Hippo's zoo-mate
3 Think up
4 Fruit drinks
5 ___ Roy
6 Attendant, old style
7 Engaged to be engaged
8 Ancient Peruvians
9 To the ___ degree
10 Actress Mary
11 Artistic potpourri
12 Concords or Tokays, e.g.
13 Casanova
14 Twain's *The Gilded* ___
15 Mal de ___ (seasickness)
16 South African province: 3 wds.
17 Entertains lavishly
18 Cheek
21 Prevent
23 Yellow fever mosquito
28 Musical work
31 Eastern
32 The bad one in the barrel: 2 wds.
33 Pungent vegetable
35 Actress/teacher Stella
36 Smithy
37 Type of energy
38 Modern fuel
39 Gallery event: 2 wds.
40 Lovely kind of complexion: 3 wds.
42 Off one's rocker: 2 wds.
43 Swindle
45 Mideast gulf
46 Josip Broz
47 Long baseball hit: S1.
49 Author Bret
50 Gator's relatives
51 More sober and sedate
52 Steak ___
54 Gradation of color
58 Pope's triple crown
60 Sugar source
61 Hamilton's bills
63 Fall guy's cry
65 Cheeky
66 Group of experts
68 Small branches
70 Food for Miss Muffet
72 Kind of orange
73 Celestial shadow
74 Eddie Rickenbacker et al.: 2 wds.
75 Singer Horne
76 Glum and listless
78 Boca ___, Florida
79 Explodes
80 German "leader"
81 *Aeneid* character
83 Drench with water
84 *Key* ___ (Bogart film)
86 Beginning
87 Zzzzz
88 Amateur radio operators
92 Time (with "the")
94 Mr. Onassis
95 Trapeze artist's insurance
97 ___ *Pinafore*
98 Ingest
99 Confederate general

A Salute to *Word Ways* ★☆

Recreations in Logology

One of the most startling revelations we've ever come across is this: If you take the word OUI and shift each letter ten spaces down the alphabet (assuming the alphabet is circular and that A follows Z), the result is the word YES!

This language curiosity and thousands like it are the meat of *Word Ways,* the quarterly journal on logology, the study of word recreations. Each 64-page issue contains articles on such subjects as palindromes, vowelless words, giant word squares, and constructing crosswords by computer. Between the articles are notes on wordplay, topical book reviews, and assorted puzzles and quizzes. Dmitri Borgmann and Willard Espy number among the regular contributors.

The puzzles on these two pages are some of the best from the past 13 years of *Word Ways.* If you'd like more from the source, send $10 (for one year, four issues) to *Word Ways,* Spring Valley Road, Morristown, NJ 07960. *Answer Drawer, page 68*

Hidden Opposites

by Mary Hazard

Each phrase can be anagrammed to form two words that are opposites or complements of each other. For example, the phrase SHUN POET can be rearranged to spell OPEN/SHUT.

1. I LOVE GOD _____
2. SOFT LAWS _____
3. NOT WHEN _____
4. SOU'WESTER _____
5. DOVE DEN _____
6. NOTE GRIEF _____
7. GIRL THEFT _____
8. EVER ROUND _____
9. AH, NEVER HATE _____
10. DINGY HAT _____
11. LEAVE HOT _____
12. FROM THE HEART _____



Quickies!

1. Can you name a common word that contains the four consecutive letters NKSH? _____

2. In what common word is the letter G before an A pronounced as a J? _____

3. What word ending in ICT does not rhyme with CONVICT? _____

4. Which one of these eight verbs does not belong with the others, and why: bring, buy, catch, draw, fight, seek, teach, think? _____

Geographical Link-o-Grams

by Boris Randolph

While watching TV recently I noticed that the word SANG links the two words in the place name LOS ANGELES. Research revealed that a number of other place names can be joined in this fashion. Fill in the blanks with letters to complete each two-word place name.

1. ___WHAM_____ 4. _ALMS_____
2. ___STAR____ 5. _AND_____
3. ____ASCOT___ 6. _SIAM_____

Contronyms

by Richard Lederer

"Wear" is an example of a rare sort of word that has two diametrically opposite meanings—the same word can mean both "to endure use" and "to decay through use." Hence, the two statements "I want a cloth that will wear" and "I want a cloth that will not wear" mean the same thing. Can you identify these six other self-contradictory words and expressions from their meanings?

1. To inspect; to fail to inspect _____
2. To soften; to toughen or make stronger _____
3. To bring to a conclusion; to start, as a watch _____
4. To add a thin layer of powdery dirt; to clean of powdery dirt _____
5. (As a Christmas tree): To cut off; to add on, or embellish _____
6. (As a coupon from a newspaper): To fasten; to separate _____



Reversible Word Ladders

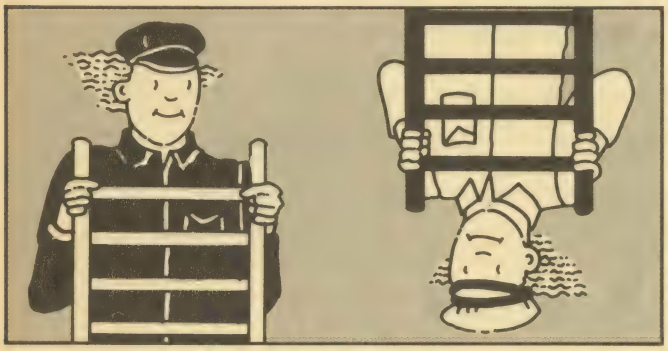
by Tom Pulliam and R. Robinson Rowe

These puzzles are literally a twist on an old-fashioned game in which the object is to "travel" from one word to another by a series of letter substitutions. Change one letter at a time to form a new word at each step, and proceed from the top word to its reversal shown beneath it. In the example, SPAT becomes TAPS in six steps: SPAT, spa*s*, s*e*as, se*w*s, s*a*ws, sa*p*s, *T*APS.

1. **SPAT** 2. **FLOG** 3. **DUAL** 4. **GNAT**

SPAS
SEAS
SEWS
SAWS
SAPS

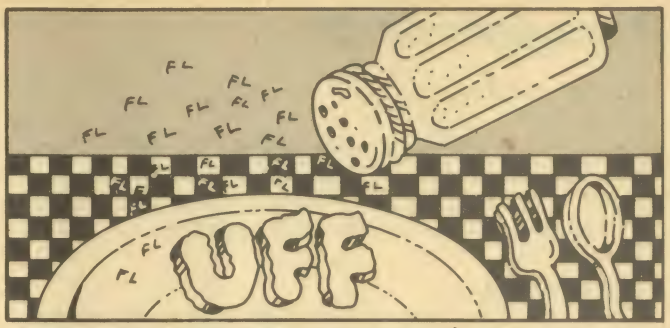
TAPS (6 steps) **GOLF** (7 steps) **LAUD** (7 steps) **TANG** (9 steps)



The Word Watchers' Test

What is unusual or remarkable about each of these words? For example, the first word, ABSTEMIOUSLY, is unusual because all six vowels appear in alphabetical order.

1. ABSTEMIOUSLY _____
2. ASPIRATE _____
3. AXES _____
4. CALLIOPES _____
5. COOKBOOK _____
6. DERMATOGLYPHICS _____
7. HOTSHOTS _____
8. INTESTINES _____
9. MIAOUED _____
10. OVERNERVOUSNESS _____
11. ROTATOR _____
12. SPOON-FEED _____
13. STRENGTHS _____
14. TEMPERAMENTALLY _____
15. VERISIMILITUDE _____



"FL"-Flavored Words

by Leonard R. N. Ashley

Incredibly, there are more than 60 words in our language that begin with the letters FL and have the connotation of "light" or "downy" (such as FLUFFY). How many FL words can you identify from the definitions below?

1. Be lighter than liquid _____
2. Brush off lightly, as a cigarette its ash _____
3. Light and insubstantial _____
4. Light, downy particles _____
5. Vibrate rapidly, as butterfly wings _____
6. Cheap, light car _____
7. Cargo light enough to be found drifting _____
8. Light tart or custard filling _____
9. Light, foolish talk _____
10. Bit of snow _____

Transdeletion

by A. Ross Eckler

And finally, not a puzzle, but a piece of word craft simply to be appreciated. This is the longest known transdeletion in the English language. Note that each successive word in the inverted pyramid has all the letters of the previous word minus one.

ANTICEREMONIALIST
NONMATERIALISTIC
RECITATIONALISM
RECLAMATIONIST
REMASTICATION
CREMATIONIST
CREATIONISM
REMICATION
MANTICORE
REACTION
CERTAIN
RETAIN
TRAIN
RANT
TAN
AT
A

Dszquphsbnt! ★☆

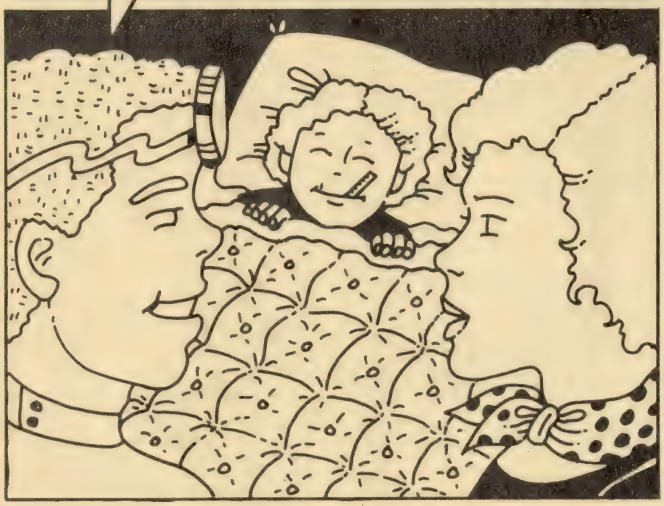
by Norma Gleason

Below are seven messages, consisting of pithy sayings, fascinating facts, and a cartoon gag, which have been translated into simple code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun.

Clues are given at the bottom of the page to provide assistance if you need it. *Answer Drawer, page 66*

1. CRYPTOON

FQ'AA PQ NQQALCI PQKKQO CGS, *DOU. *NLCE. L KGAB FLD FQ SRU KGG ULTE KG IG KG UTFGGA.



2. PLEASE WIPE YOUR FEET

FEP JBC YF DXLEW YUP FQYKFFXZ LEYF CFQX SLOLEW XFFV LZ DC B GLIYQXP JLEKFJ; BEFYUPX LZ DC CFQX IULSKXPE'Z ZUFPZ.

3. CONFUSING ARITHMETIC

YOAAQMG NUTQG: "JMVSMDGCJ SUM SMCNUMD SKQG OV SUCS ZKOD CBG KBM XCEM ZTHM. SKGCJ UM VCTG TS ICV SUDMM CBG SIK."

4. ON PREVARICATION

K QRT PKC XLKNTQ MKQOSKE KLHWCF XMT SHLQF SMRQT XMT XLWXM RU GWXXRCI HC RXU UMHTU. OLHD *DKLY *XSKRC'U SLRXRCIU.

5. QUICK CURE

Z'JL GUSCU CWEP ZP ZM PS DL WKUXNV, DKP Z EICEVM CLUP NZXWP PS E NLMPEKNEUP. HNSR PWL CZP SH *NZUX *IENYULN.

6. THUMBS DOWN

JYCEX AYTRSCZTW: JXST MYF AYZTE MYFC VZTWSC OQQFDZTWIM OE DYLSYTS SIDS, MYF XOHS EXCSS VZTWSCD AYZTEZTW OE MYFCDSIV.

7. LIMERICK Word divisions in this cipher have been concealed by arbitrarily putting the letters into groups of five—although the letters are still in proper order. Punctuation has been omitted to increase the challenge.

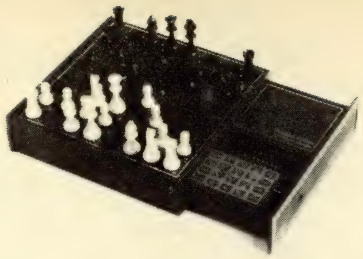
AUAPG QGZQE WOJJE GZYZI DJJOA YJFQH ZOMTM OWESH GIJOZ YJJOR SQUZD CAFNZ OJSFY UAQGJ SQQJS HGAFN QGMNO JSFYA PNMQQ AFNQJ RMPSH GZRJO M

Clues
Cipher 1: Ciphertext FQ'AA is the word HE'LL.
Cipher 2: A frequently doubled letter is usually plaintext O.
Cipher 3: Ciphertext SUCS suggests the word THAT. So what must TS be?
Cipher 4: The three-letter word most frequently found in cryptograms is THE.
Cipher 5: The contraction Z'JL is I'VE.
Cipher 6: Sequences like MYF and MYFC in ciphers with M appearing only a few times and once at the end of a word indicate that cipher M is plaintext Y.
Cipher 7: The word WITHOUT appears in the plaintext. Look for a seven-letter sequence with that pattern.

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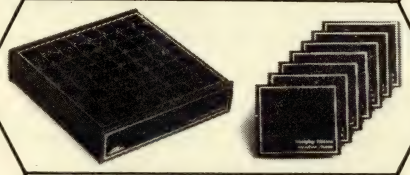
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WILD CARDS

Edited by Lisa Feder



Teasers

All in the Family

As any member of the Barrymore, Fonda, or Bridges family may attest, fame—like the shape of one's nose or a mop of red hair—is often an inherited trait. But since many renowned and related celebrities use their stage names, the family connections aren't always apparent. Each person in the first list is related to someone in the second list. Can you reunite these family members?

1. Larry Hagman
2. Warren Beatty
3. Debby Boone
4. June Havoc
5. Ann Landers
6. Liza Minnelli
7. James MacArthur
8. Mia Farrow
9. Shirley Jones
10. Joan Fontaine

a. Judy Garland
b. Helen Hayes
c. Shaun Cassidy
d. Gypsy Rose Lee
e. Red Foley
f. Maureen O'Sullivan
g. Mary Martin
h. Olivia de Havilland
i. Shirley MacLaine
j. Abigail Van Buren

—Lola Schancer

Answer, page 40

No Kidding

A for Effort



Here's an oldie that keeps right on trudging along. (Three out of four people blow it.) How many Fs do you count in this passage?

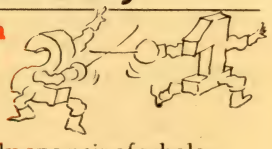
> Finished files are the result of years of scientific study combined with the experience of many years.

—T.D.

Answer, page 40

Number Play

Two in a Million



There is only one pair of whole numbers that satisfies both these conditions: their product is one million, and no digit of either number is a zero. What are the two numbers?

—Michael Ecker

Answer, page 40

Hall of Fame

Chinese Confusions



Translating English stories into Chinese has become the rage on campuses throughout China now that foreign literature journals are published there. Things really get interesting when the English titles are translated into Chinese and later *mis*translated back into English—as they frequently are.

The following examples, from our English language class in Wuhan, are word-for-word renderings of the titles of well-known books, plays, poems, and short stories. Can you figure out the original English titles?

1. *Goodbye Weapons*
2. *The Final Movie*
3. *The Importance of Sincerity*
4. *The Repairman*
5. *The Sound and the Anger*
6. "The Deserted Land"
7. *The Illegitimate Children's Moon*
8. *The Evil Days*
9. *The Angry Grapes*
10. "The Kings' Present"
11. *Where*
12. *The Real Talent*
13. *The Watcher in the Wheat Field*
14. *The Tobacconist Agent*
15. *Floating*

—Gretchen Dykstra, with Zhang Chenwu, Su Haipin, and Zhao Gang

Answer, page 40

Illustrations by Wallop Manyum

Kibitzers



On the Wing

An Englishman chose his favorite word and creature: *butterfly.* A Frenchman, a Spaniard, and a German agreed on the creature, but not on the word. *"Papillon,"* said the Frenchman. *"Mariposa,"* declared the Spaniard. *"Nein!"* roared the German, "SCHMETTERLING!"

—*from* Another Almanac of Words at Play *(Clarkson N. Potter, Inc.).* © *1980 by Willard Espy.*

Teasers

The Name of the Game

What is the only game in which the defensive team always has possession of the ball, the offensive player can score without ever having touched the ball, and the game itself is timeless?

—David and Anne Griswold

Answer, page 40

No Kidding



Paying the Supreme Penalty: The Bennett Murder Case

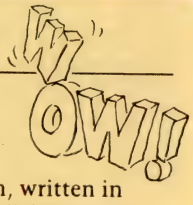
In 1931, John S. Bennett, a perfume salesman from Kansas City, Kansas, was shot to death by his wife during a session of rubber bridge. On the fateful hand, Bennett, with less than the usual requirements, had opened the bidding one spade and was raised to four spades by his wife. As the great bridge player and theorist Ely Culbertson was later to observe, "Mr. Bennett had overbid his hand. Of that there can be no doubt, but even with this, so kind were the gods of distribution that he might have saved his life had he played his cards a little better." Bennett had a chance to succeed at his contract when the defense failed to get off to the best start; but not being a first-rate bridge player, he muddled the hand and went down.

Mrs. Bennett was so infuriated that she launched into a long and abusive tirade, not stopping until Mr. Bennett reached across the table and slapped her. She then rushed from the room and returned with a revolver, which she fired at her husband as he attempted to flee.

Despite the presence of witnesses (all this happened in view of the other players), Mrs. Bennett was acquitted of murder charges later that year. Her lawyer evidently convinced the jury that she had fired the shots accidentally—or, perhaps, that her husband's play was sufficiently reprehensible to classify the murder as justifiable homicide.

Years later, a story is told, Mrs. Bennett was playing with a partner who knew nothing of her past. Apologizing for an overbid, he put down his hand as dummy with the remark, "Partner, you'll probably want to kill me for this." Whereupon Mrs. Bennett promptly fainted.

Word Play



Napoleon Bonaparte

The name Napoleon, written in Greek characters, will form seven other words, by dropping the first letter of each in succession:

Ναπολεων,
'Απολεων,
Πόλεων,
'Ολεων,
Λέων,
'Εών, 'Ων.

These words make a complete sentence, meaning, "Napoleon, the destroyer of whole cities, was the lion of his people."

—from *Gleanings for the Curious from the Harvest Fields of Literature* (1875) by C.C. Bombaugh.

Fresh Air



Amoeba

If your garden party seems about to wilt, here's a diversion that will tie up your guests—literally—from the moment you start to play. You'll need a stopwatch, some heavy rope, and enough tape to mark off a winding course (about 50 yards long, 10 feet wide, and the snakier the better) in your backyard.

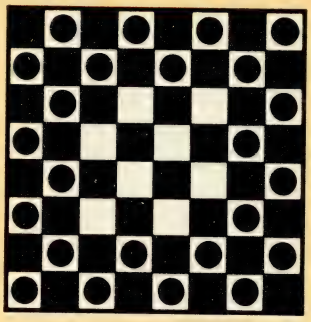
Choose a timekeeper—perhaps you to begin with—and divide the rest of the group into two equal teams. Ask team members to stand as close together as possible, and then tie a heavy rope around each team at waist level. At the timekeeper's signal, each "amoeba" tries to navigate it's way through the path without losing anyone, stumbling, or crossing the boundaries of the path. The fastest team wins: but in case of disputes, "cool off" both teams by handing them water balloons.

—Tina Thorpe

Tormentors



A Checkered Challenge

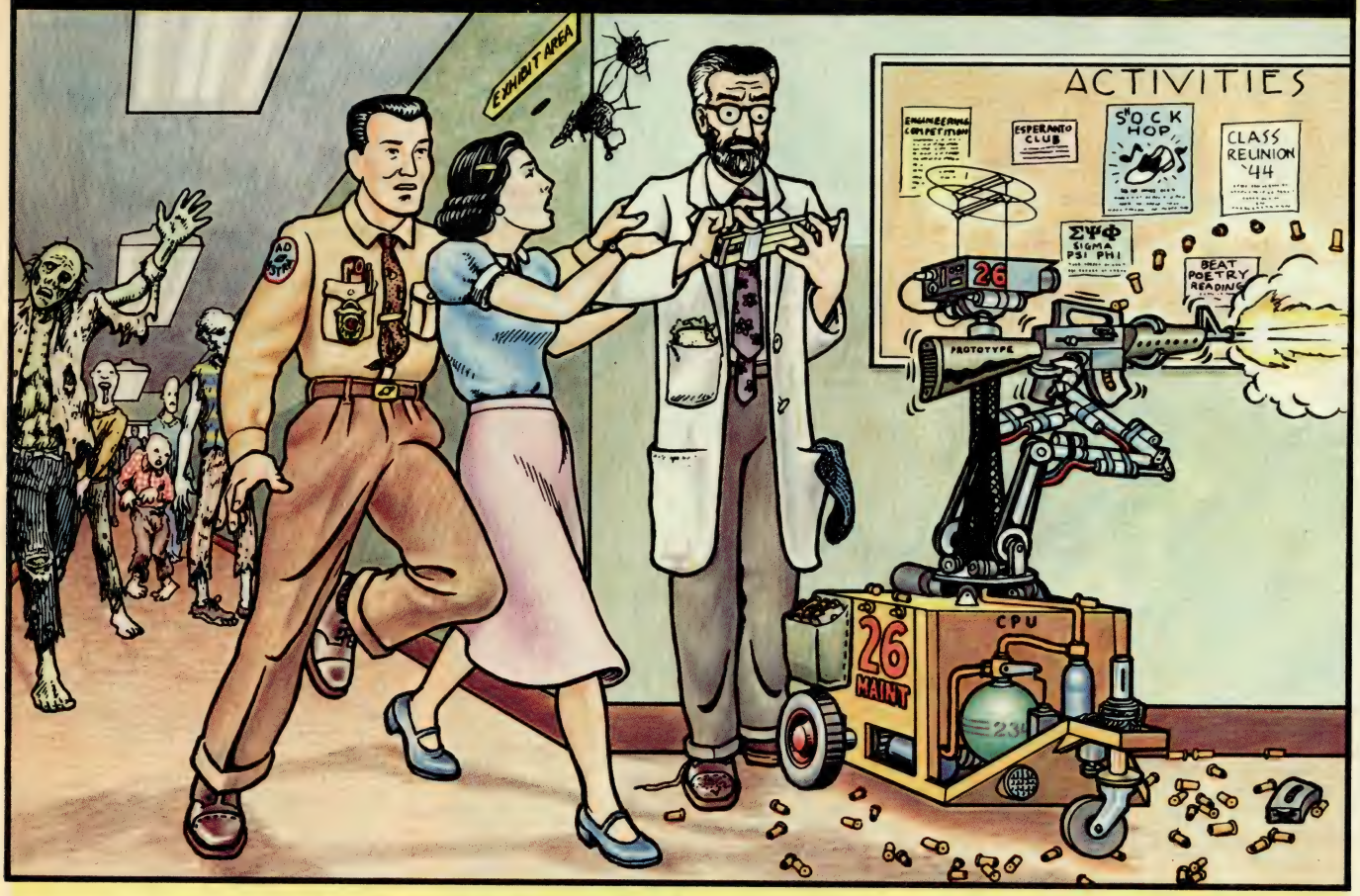


This conundrum is sure to leave even a checker expert feeling a little jumpy. We know of no solution.

Arrange 24 checkers of the same color on a checkerboard as shown below. By jumping and removing men according to the standard rules of checkers, except that jumps can be made in any direction, can you end up with only one checker on the board? (Note: you may not make any non-jumping moves.)

—P.M.W.

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Party Games

Pass the Bartlett's



"Either _____ is obsolete or men are," said R. Buckminster Fuller. What word should fill in the blank?

This question, posed at a party by games master David Griswold, began an amusing and thought-provoking game that added some spirited play to the gathering.

The rules are simple: one person reads a quotation from *Bartlett's Familiar Quotations* (or any book of quotations on hand), omitting an important word. Players get one guess at the missing word. When all guesses have been made, the correct answer is revealed and the book is passed to the person who came up with the correct (or most clever) answer. Guesses that sound best are often far off the mark; sometimes they even improve upon the original quotation. In the Buckminster Fuller quote, probably only one word fits the full meaning of the line—*war.*

Before you play the game, here are a few more quotations to consider:

1. I love the idea of there being two _____, don't you?
—James Thurber

2. It is completely _____. That is why it is so interesting.
—Agatha Christie

3. Everything is _____ as long as it is happening to somebody else.
—Will Rogers

4. _____ are our most valuable resource.
—Herbert Hoover

5. Let me say . . . that the true revolutionary is guided by a great feeling of _____.
—Che Guevara

6. _____ are the touchstones of our characters.
—Henry David Thoreau

7. I can resist everything except _____.
—Oscar Wilde

8. I never loved anyone the way I loved _____.
—Mae West

—W.S.

Answer, page 40

Teasers



Do You Know the Way to Shqiprija?

Satellites, SSTs, and space travel may lead you to believe that it's a small world, but do you really know your way around it? When we recently flipped through an atlas in which each country was labeled with its native name (*i.e.*, España = Spain), we came away with an itinerary for this mystery tour. Now, where were we?

1. Hellas
2. Magyar
3. Bharat
4. Sverige
5. Helvetia
6. Maghreb el Aqsa
7. Nippon
8. Österreich
9. Han Kook
10. Norge
11. Island
12. Shqiprija

—Craig George

Answer, page 40

Look



A Total Mystery

Place a single digit (less than 10) in each empty square in this grid so that each row of four digits—across and down—totals 17 *and* has exactly two digits that are the same.

	9		
		9	
8			

Now turn the grid upside-down and do it again!

—H.H.

Answer, page 40

Stunts



Pass Your Body Through a Postcard?!



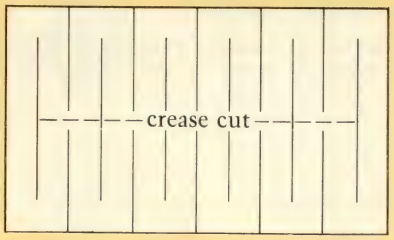
Although this paper-cutting trick sounds outrageous, it is actually easy to perform. Fold either a postcard or an index card in half lengthwise, and make cuts as indicated in Diagram 1. (The exact number is not important, but the more the better.) Make your first cut from the creased side, your second from the open side, and continue alternating, never cutting all the way across from either side. Your last cut, like your first, should begin from the creased side.

Then unfold the card and cut along the crease (as shown by the dotted line in Diagram 2), stopping about one-quarter of an inch from both ends. Now you can stretch it into a large circle, pass your body through it, and collect on your bets.

Diagram 1. Folded



Diagram 2. Unfolded

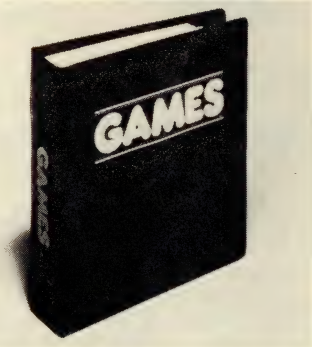


—P.M.W.

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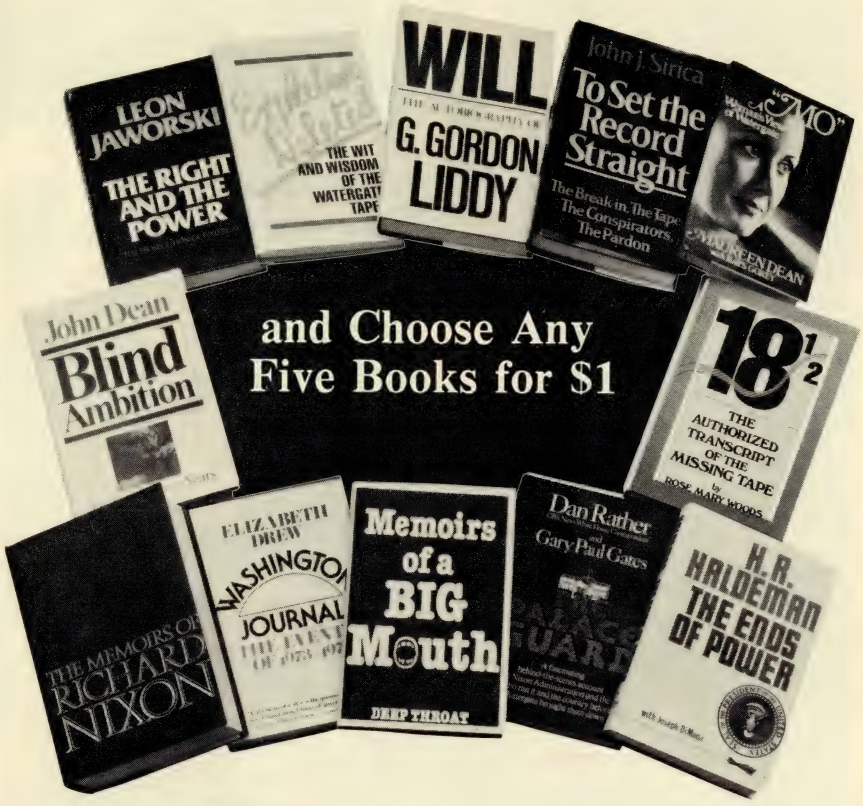
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2. _____ 4. _____

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WILD CARD ANSWERS

All in the Family

1. Larry Hagman, son of g, Mary Martin
2. Warren Beatty, brother of i, Shirley MacLaine
3. Debby Boone, granddaughter of e, Red Foley
4. June Havoc, sister of d, Gypsy Rose Lee
5. Ann Landers, sister of j, Abigail Van Buren
6. Liza Minnelli, daughter of a, Judy Garland
7. James MacArthur, son of b, Helen Hayes
8. Mia Farrow, daughter of f, Maureen O'Sullivan
9. Shirley Jones, mother of d, Shaun Cassidy
10. Joan Fontaine, sister of h, Olivia de Havilland

Two in a Million

64 and 15,625. One million = $10^6 = 2^6 \times 5^6$, or $64 \times 15{,}625 = 1{,}000{,}000$.

A for Effort

Did you find all six?

Chinese Confusions

1. *A Farewell to Arms*
2. *The Last Picture Show*
3. *The Importance of Being Earnest*
4. *The Fixer*
5. *The Sound and the Fury*
6. "The Waste Land"
7. *Moon for the Misbegotten*
8. *Scoundrel Time*
9. *The Grapes of Wrath*
10. "The Gift of the Magi"
11. *Being There*
12. *The Right Stuff*
13. *The Catcher in the Rye*
14. *The Sot Weed Factor*
15. *Gone with the Wind*

The Name of the Game

Baseball

Pass the Bartlett's

1. Sexes
2. Unimportant
3. Funny
4. Children
5. Love
6. Dreams
7. Temptation
8. Myself

Do You Know the Way to Shqiprija?

1. Greece (Hellas)
2. Hungary (Magyar)
3. India (Bharat)
4. Sweden (Sverige)
5. Switzerland (Helvetia)
6. Morocco (Maghreb el Aqsa)
7. Japan (Nippon)
8. Austria (Österreich)
9. South Korea (Han Kook)
10. Norway (Norge)
11. Iceland (Island)
12. Albania (Shqiprija)

A Total Mystery

2	9	3	3
5	4	3	5
2	2	9	4
8	2	2	5

2	5	2	8
2	6	7	2
8	5	2	2
5	1	6	5

Big Game ★★★

by Merl H. Reagle

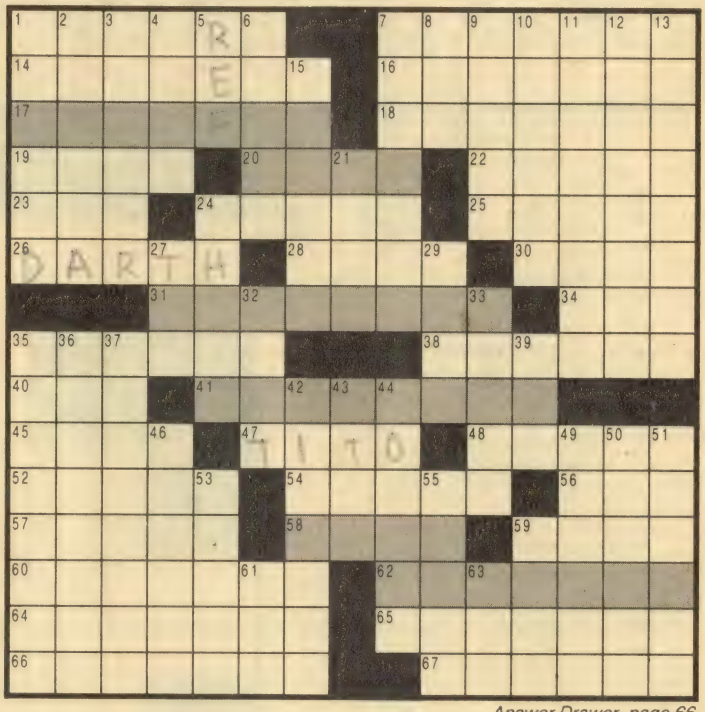
17, 20, 31, 41, 58, and 62-Across

ACROSS

1 What the above typewriter cartoon depicts
7 Shameless hussy
14 She played with Sid and Carl and Howie
16 Trait of a Henny Youngman joke
17 (See cartoon)
18 Hydrocarbon compounds
19 Joint
20 (See cartoon)
22 Armadillos
23 Dutch commune
24 What so loudly we hail?
25 Supply the food
26 Villain Vader
28 Admired one
30 Chinese city
31 (See cartoon)
34 When France is bakin'
35 Braque's style
38 Shut down
40 Japanese volcano
41 (See cartoon)
45 "___ and Away" (Fifth Dimension hit)
47 Yugoslavia's unifier
48 Wooden peg
52 Supply the food
54 Like Luciano
56 ___ glance
57 Useful
58 (See cartoon)
59 Once more
60 Big Sur flora
62 (See cartoon)
64 Hardening
65 Indecent
66 Metal marble
67 Planter

DOWN

1 Set one's dog on
2 Mr. Spock's mother, on *Star Trek*
3 Eternally, poetically
4 *A Death in the Family* author
5 Gridiron flag-thrower
6 "Made ___"
7 "The ___ you!"
8 Ending for polyethyl
9 Greek letters
10 Gets hitched secretly
11 Double stars, in astronomy
12 Weaken
13 Decreased
15 Medicine show potion
21 Rollercoaster, for one
24 "We hold ___ truths . . ."
27 Double: Prefix
29 Point systems, in math
32 Substandard contraction
33 Song from *Peter Pan*
35 Political meetings
36 Amer. inventor's goal
37 Small shop
39 In the past
42 Cultivated land
43 Ornamental case
44 Baroque derivative
46 Postage stamp paper
49 Word under an outlaw's mug
50 Always, old-style
51 Mouthpiece
53 Stifle that squeak again
55 TV controls
59 Action: Suffix
61 Italian name ending for Fell or Bell
63 Avoid wasting

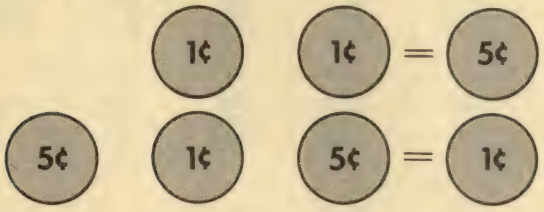


Answer Drawer, page 66

Small Change ★★

by Sid Sackson

The object of this puzzle is to use these two "equations"



to reduce this string of four coins



to one coin in as few moves as possible. For the purposes of this puzzle, consider these equations valid, even though they are not literally true. (But in these inflationary times, who knows?)

Each move consists of substituting one side of the equation for the other. Thus, the first equation allows you to change either two consecutive pennies in the string to a nickel, or replace a nickel with two consecutive pennies. The second equation allows you to change a nickel/penny/nickel sequence—*only* in that order—to a single penny, or to change a single penny to a nickel/penny/nickel sequence. Whenever a substitution is made, coins must be deleted and added at the same point in the string, and the order of the untouched coins must not change.

Can you reduce the four coins to one in just four moves?

Answer Drawer, page 68

(Inspired by the game Substitution in *Steven Caney's Toy Book*.)

Jigsaw Words ★★

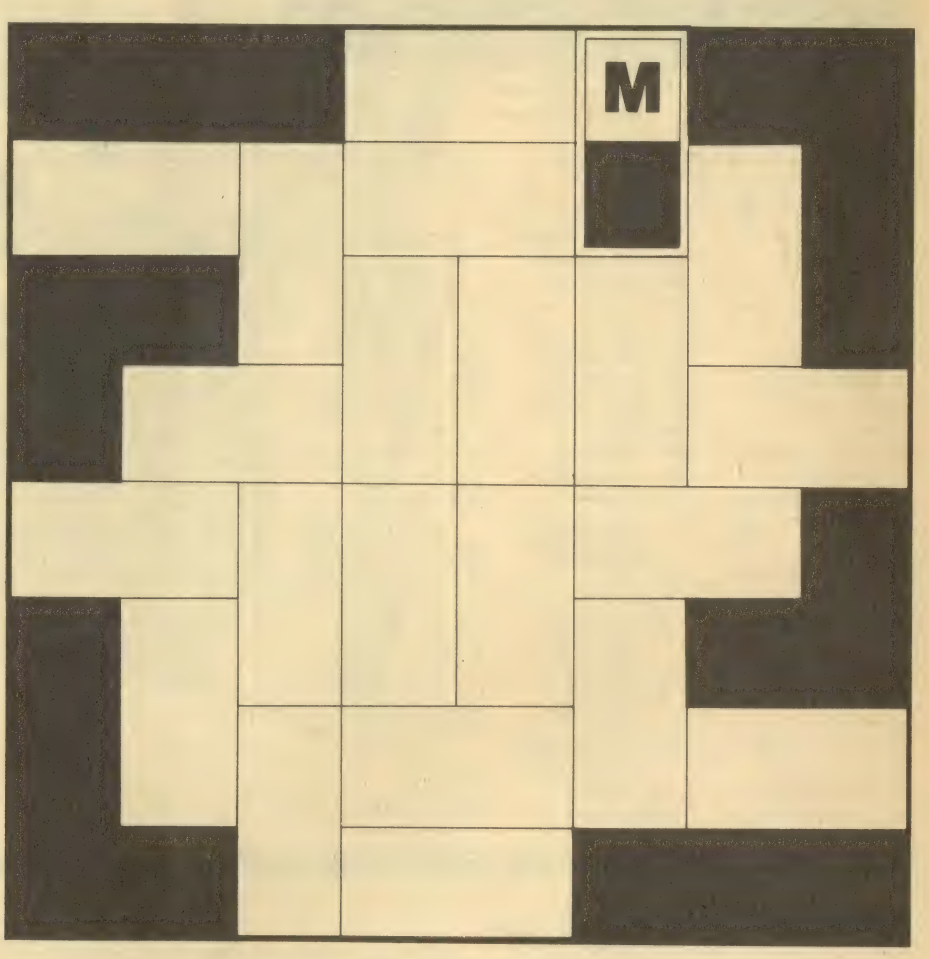
by Len Fellows

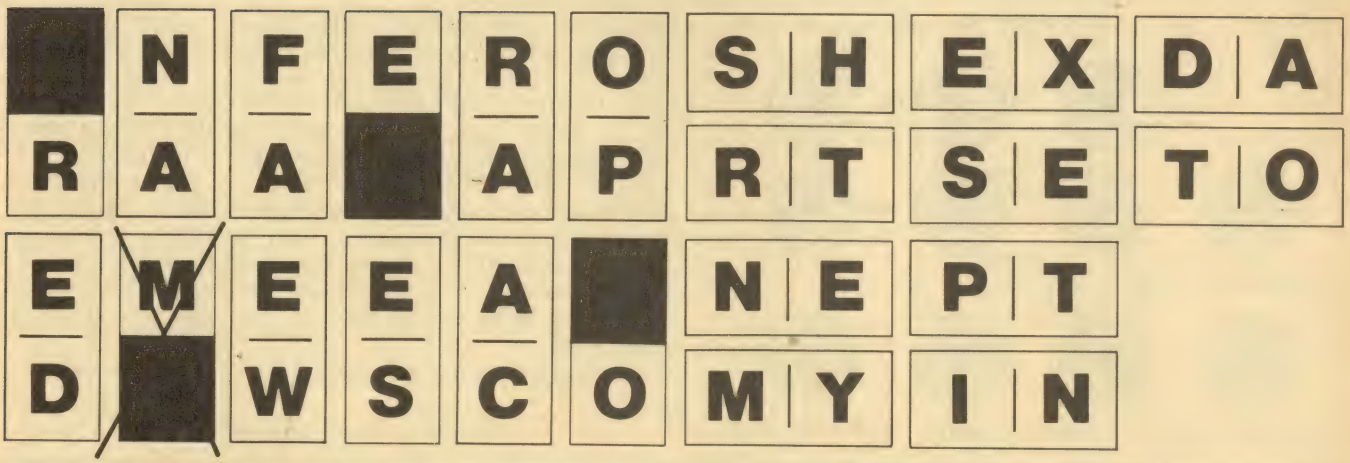
When the paired letter tiles at the bottom of the page are correctly placed in the empty jigsaw grid, 18 words will be spelled across and down—as in a crossword puzzle. All tiles, both horizontal and vertical pairs, will appear in the grid exactly as shown; that is, the order of the letters will remain unchanged. Clues to the 18 words in the finished puzzle appear in random order to the left of the grid. (The numbers in parentheses after them indicate the number of letters in their respective answers.) One tile has been inserted in the grid as a start, with the M positioned as the third letter of an unfinished three-letter word.

Answer Drawer, page 68

CLUES

- ____ Tin Tin, movie dog (3)
- Ball-headed hammers (5)
- Stitch (3)
- Broad comedy (5)
- Catch sight of (4)
- *A Night at the* ____ (5)
- Singleton (3)
- Davenport (4)
- Suitable (3)
- Sketched (4)
- Alphabetical list of topics (5)
- Dined (3)
- Titled (5)
- Water barrier (3)
- Teen's skin disorder (4)
- High, craggy hill (3)
- ____ circuit (5)
- One of the Carters (3)





Cryptic Crossword ★★★

by Henry Hook

Simplicity and deception are the twin charms of the cryptic crossword. While the clues may not look simple at first, they do follow one simple rule: Each consists of a direct or indirect definition of the answer and a second description of the answer through wordplay. Finding the two parts to a clue is the key to solving it. Being misled is part of the fun.

For example, the answer to 1-Across in the Warm-Up Puzzle does not mean "jump out of the way of a car." The clue actually consists of two definitions of the answer—DODGE—first in the sense of "avoid," and second as a make of automobile.

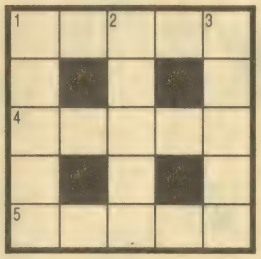
This type of clue, which plays on two different meanings of a word, is known as a "second definition." Second definition clues can often be spotted by their brevity and simplicity of structure. The two definitions may appear side by side, as in the example, or may appear with a connective word like "is," "for," or "and" (suggesting equivalence of the parts). If you are new to cryptic crosswords, look for second definitions in these clues in the puzzle below: ACROSS—1, 29; DOWN—1, 6, 8, 17, 22, and 24.

Other common types of clues are anagrams (e.g., STONE/ONSET), concealed words (caST IRon), reversals (WOLF/FLOW), charades (HE + ART = HEART), and homophones (EWE/YOU). An example of each appears in the Warm-Up Puzzle at right.

Note: In the last eight issues we have discussed the eight main types of cryptic clues. Next issue watch for an all-new series of tips and notes on cryptic crosswords.

Warm-Up Puzzle for New Solvers ★★

With detailed explanations in Answer Drawer, page 69



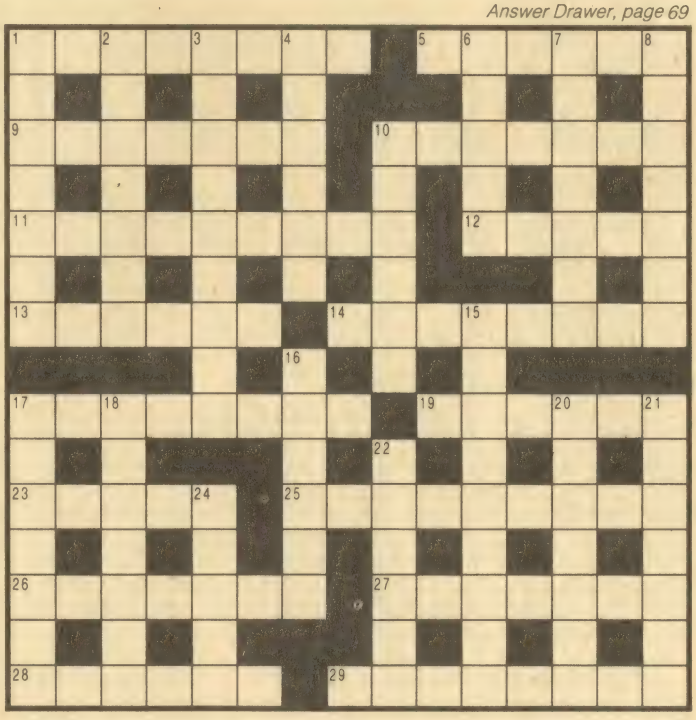
ACROSS

1 Avoid an automobile (5) *second definition*
4 Pass a bill or a cent that's counterfeit (5) *anagram*
5 Country seen in Picasso's paintings (5) *concealed word*

DOWN

1 Velocity is raised in the lower regions of the ocean (5) *reversal*
2 Tense moment for doctor and his organization (5) *charade*
3 We're told the English school has had dinner (5) *homophone*

Answer Drawer, page 69



ACROSS

1 Thrash a fish (8)
5 In Madagascar, a bondman located an ancient talisman (6)
9 Newscaster Newman entered, about to drink (3, 4)
10 Bar can be seen from Honshu to Utah (4, 3)
11 The cheaper spread made Mother angrier somehow (9)
12 The name is *Let it Loose* (5)
13 A phrase indicating refusal is coined inappropriately (2, 4)
14 Gently take care of unstrung lyre (8)
17 When some of the center is removed from illustration, you're left with an unreal sight (8)
19 A blues rendition is fitting (6)
23 One soldier in 55 returns for lookout duty (5)
25 Use a snake to penetrate hot water vessel (9)
26 Legendary swimmer learned the hard way (7)
27 Perversely, no one except Al Capone was convicted for it (7)
28 Strengthen the prison beyond the Scottish river (6)
29 House money (8)

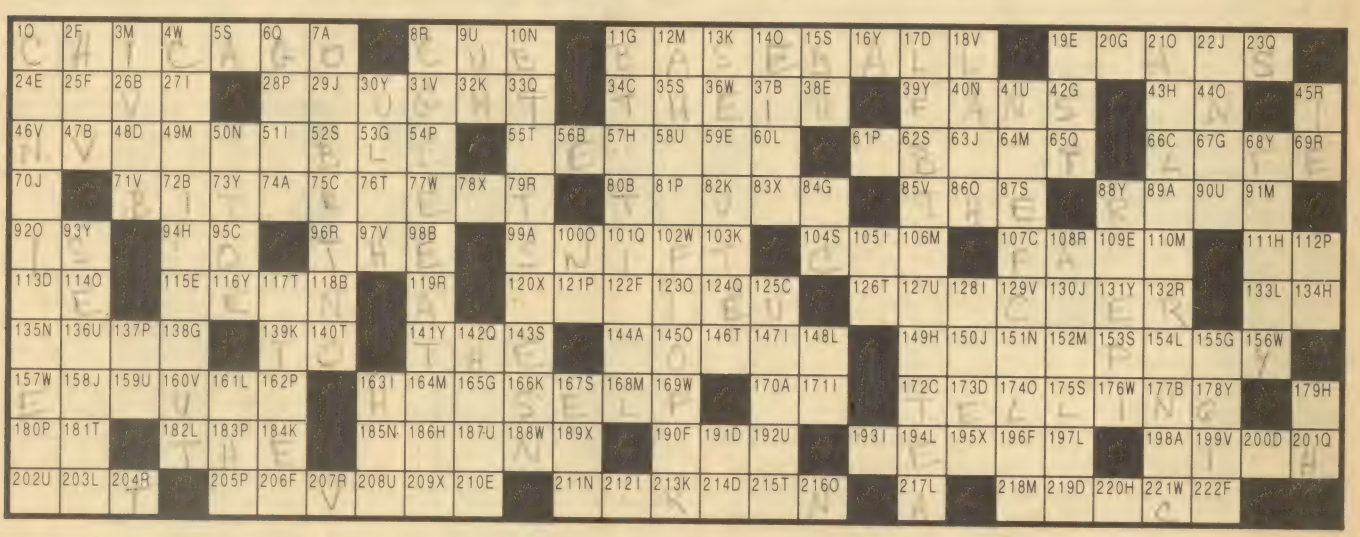
DOWN

1 Jury leader is a prizefighter (7)
2 Requested a ring with two rubies: one shattered (7)
3 One's surrounded by minor subtleties and vexations (9)
4 When it's open, you see, the crocodile yearns to have it back (6)
6 Be important to the nobleman (5)
7 Roll an egg inside for the hen's friend (7)
8 The act of hitting the pitcher and catcher (7)
10 Bad news of French invading a Scandinavian country (6)
15 Dilapidation of two wild rides, at first (9)
16 It looks like a butterfly . . . uh . . . and it has children (6)
17 Being ineffective, he doesn't go out much (7)
18 Olympic sled carrying comedian's bags (7)
20 I'm bored terribly by cliche (7)
21 Areas for old-time camp shelters (7)
22 Cabinet department? (6)
24 Get stuck in the skiers' hotel (5)

Double Cross ★★

by Michael Ashley

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the name of the author and the source of the quotation. *Answer Drawer, page 69*



A. Australian marsupials 198 7 144 170 89 74 99

B. Creative, like Edison 72 177 26 56 118 80 37 47 98

C. Omitted (2 wds.) 66 75 107 34 95 125 172

D. The process of washing 17 48 113 173 200 219 214 191

E. Crowds of people 19 24 38 59 109 210 115

F. Sweet Turkish confection 2 25 122 190 196 206 222

G. Beautify by ornamentation 138 165 11 20 53 155 67 42 84

H. Duplicate copy 149 111 179 134 186 57 220 43 94

I. Sickly 105 147 212 27 51 193 128 163 171

J. Swiss dialect 150 63 22 29 158 70 130

K. Window covers 13 32 82 103 139 184 213 166

L. Speak in a restrained manner 203 60 148 197 161 133 154 217 182 194

M. Not credible; hard to believe 164 152 218 49 12 64 110 3 106 168 91

N. Drum 211 40 185 10 151 50 135

O. Occasionally (4 wds.) 145 216 1 114 123 44 21 100 86 92 174 14

P. Scatterbrain 180 121 112 28 205 54 81 183 162 61 137

Q. Gasoline grade (hyph.) 142 101 6 201 65 124 23 33

R. Good-looking 119 79 96 132 108 8 204 45 207 69

S. West Coast golf course (2 wds.) 153 87 52 62 175 167 15 143 5 104 35

T. Mighty 126 140 215 117 76 181 146 55

U. Showing lack of judgment 208 41 159 187 192 127 90 136 202 9 58

V. Evening entertainment spot 46 199 31 97 85 129 18 160 71

W. One-room apartment 77 102 169 157 4 176 36 188 221 156

X. Leave in a helpless position 78 83 120 195 209 189

Y. Susan B. Anthony, for one 93 30 39 68 88 16 178 131 73 141 116

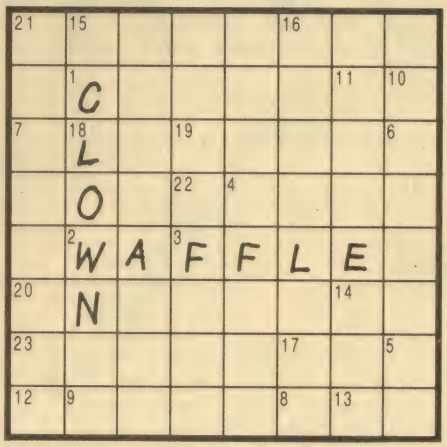
Helter-Skelter ★★

by E. R. Galli

These puzzles have words running in eight directions, but the seeming anarchy is meticulously planned. To solve, write the answer to each numbered clue beginning in its corresponding square in the grid and proceeding toward the next consecutive number. That square gives you the first letter of the next word, but does not necessarily mark the end of the preceding word (as in the examples CLOWN and WAFFLE in Helter-Skelter #1). Words may read vertically, horizontally, or in any direction diagonally. When the puzzle is completed, every square in the grid will be filled. *Answer Drawer, page 70*

Helter-Skelter #1

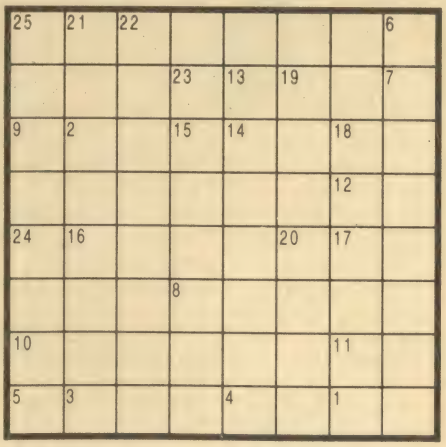
1 Bozo the ____
2 Breakfast dish
3 Slapstick play
4 Microscopic plant
5 Embarrass
6 Alternative to sandwich bread: 2 wds.
7 Penny ____ (shoe)
8 Payment, with thanks
9 Palm fibers
10 Plan
11 Made by hand
12 Underwear
13 Wiser
14 Stared icily
15 Loyal enthusiast



16 Tale of suspense
17 Envelop
18 God
19 Tiers
20 Burns with hot liquid
21 One who flouts rules
22 Hand-held coolers
23 WWII Navy worker

Helter-Skelter #2

1 Notwithstanding
2 Walk very quietly
3 Have being
4 "Boxcars," at dice
5 Small amounts
6 Malicious
7 Canoe hollowed from a tree
8 Horse's pace
9 Gin and ____
10 Noted deep-sea diver
11 Capital of Texas
12 Land hopper
13 Boldly confronts
14 Converse



15 Pelvic projection
16 Indian, early on
17 Task
18 Chill
19 Formal headwear
20 Earth color
21 Rats and mice
22 Small whale
23 Precipitate
24 Famous
25 Like this answer!

FOLD THIS PAGE

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easier." First, fold this page back on the dashed line so the clues below face the solving grid on page 47. If you use only the Hard Clues (appearing below, and continuing under the grid), you'll find the puzzle uncommonly challenging. If you need help, or prefer a less severe challenge, open to the Easier Clues (tucked in beneath your fold on page 46). Remember, to peek or not to peek is up to you.

The World's Most Ornery Crossword

Marxmanship

by Mel Rosen

Hard Clues ★★★

ACROSS

1 Contemporary of Columbus
7 Fly in or out
14 Death cup
21 Hill of Rome
23 Savant
24 Carmen Miranda backup
25 Met outing?
27 A cinch
28 Winding stem
29 Principle of conduct
30 Ignobility
32 Business letter cliche
33 Alabama town
35 At this time
37 $C_{16}H_{34}$
38 Man in a lodge
39 Time-honored
40 Ice-breaker, in a way
43 Hero's medal: Abbr.
44 Moray
45 Hula hoop, for one
46 "____ above all"
49 Works on a grand scale
52 Verily's partner
55 Ridiculously easy question
64 Washerwomen
65 Instruction, old style
66 Mr. Hiss
67 Hollywood monogram
68 Athaspascan
69 ____ *Goriot*
70 "He left in a huff and a taxi," for example
72 Holm oaks
74 Forearm length
75 Bavarian ____
76 Tempt, to Shakespeare
77 Bolshevik brew
78 Salmoneus' second wife
79 Blemish
80 Where Lts. get educated
81 Bacteria, e.g.
85 Previous time: Prefix
86 Gummo and relatives
91 Affected
96 Joy
97 Pointless talk
98 Craw
102 Coloring agents
103 Change
104 Lonely, in Lyons
107 "____ Aces"
108 Rubble
109 Repudiate
112 Dar es ____
113 Cicatrix
114 Zenith
115 Izzard
116 Esther Williams, for one
118 Show eagerness
119 Belgian province
120 Another ridiculous question
125 Sevres seasoning
126 Ouzo flavoring
127 Robt., of Appomattox
128 Theol. school
129 For shame!
130 X × LXV
133 Writs, in law
138 ERA lobby grp.
141 Indian, e.g.
144 Marple's relative, in a way
147 Singalong syllables
148 Drudge
150 Primitive weapon
151 East Indian rat
154 Ward off
156 Dickens character, for short
157 See 93-Down
159 How to get a duck's attention?
162 Confines, during wartime
163 Rehearse
164 In an awful way
165 Willful?
166 Calmed down
167 Stylish

DOWN

1 Elton John song
2 Allied: Var.
3 Pledged, old style
4 Greek capital: Abbr.
5 Small contribution
6 Tropical tree
7 Depth charge
8 "Rocks"
9 Frat letters
10 Move like a wolf
11 Colicky
12 ____ out (sent to the minors)
13 Characteristics
14 Charm
15 Relatives of "Bub"
16 Biblical refuge
17 Of the nose/forehead juncture
18 Symbols
19 Bovine: Prefix
20 Shivering
21 Sr. Casals
22 Custom: Gr.
26 Seaflood
27 Cub Scout unit

The World's Most Ornery Crossword (Continued)

Don't Peek Until You Read Page 45!



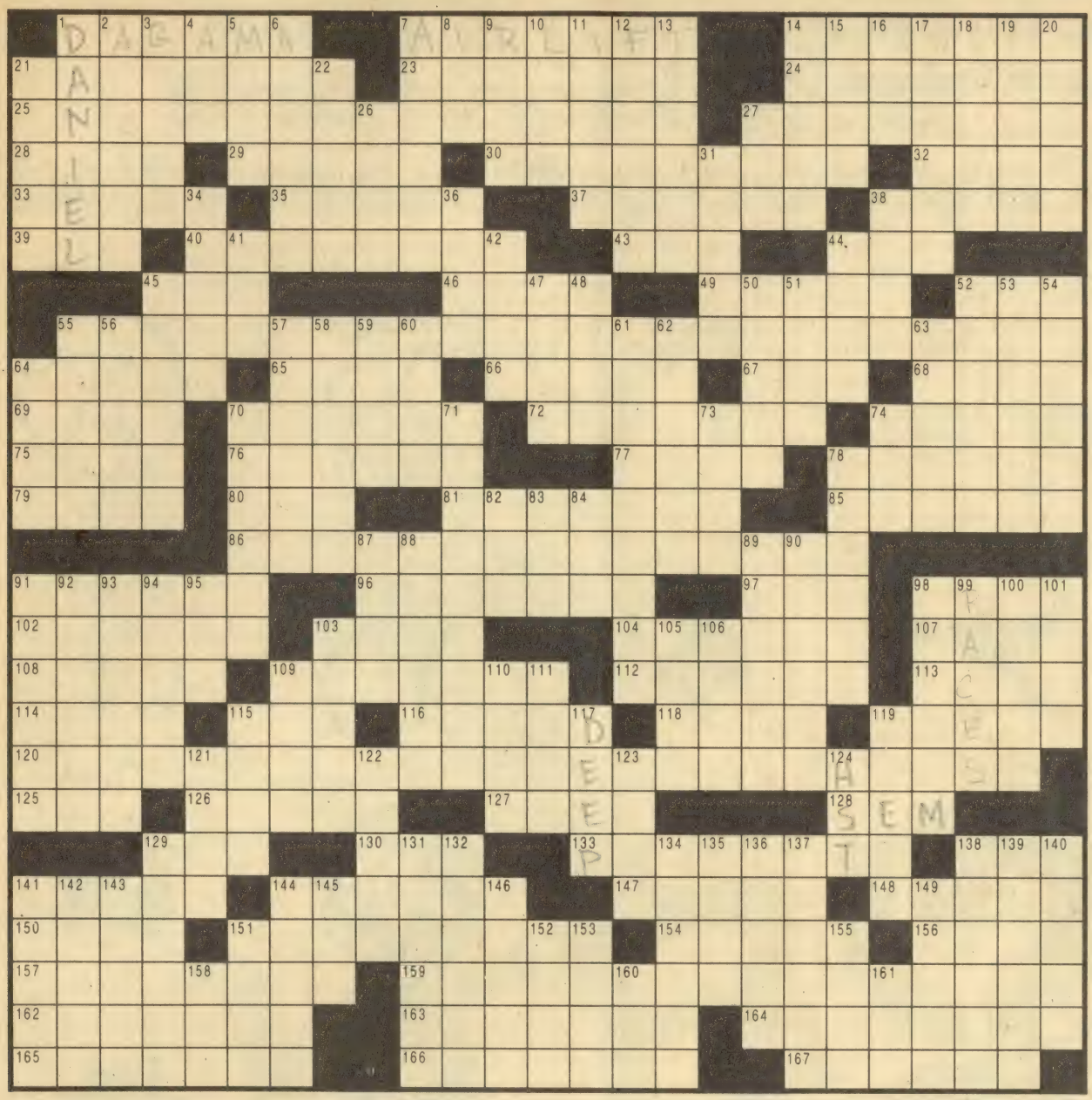
Easier Clues ★

ACROSS

1 Explorer Vasco
7 The Berlin ____, 1945
14 Poisonous mushroom (ANTI AMA anag.)
21 One of the seven hills of Rome
23 ". . . a ten o'clock ____"
24 Latin rhythm rattles
25 Film by 86-Across: 5 wds.
27 Film by 86-Across: 2 wds.
28 Bindweed (found in CABINET)
29 Protestant work ____
30 Tawdriness
32 Concerning: 2 wds.
33 English city (DELES anag.)
35 *The* ____ *Show*, morning TV
37 Liquid hydrocarbon (NET ACE anag.)
38 TV's Perry ____
39 Ancient
40 One who unties knots
43 Military award: Abbr.
44 Electric fish
45 Short-lived craze
46 "Now hear ____!"
49 Long, stately poems
52 Opposite of "nay"
55 Groucho's giveaway question: 6 wds.
64 Burns black
65 Traditional knowledge
66 Horatio ____
67 Selznick's studio: Abbr.
68 American Indian (AH, UP anag.)
69 Father: Fr.
70 Groucho's style of humor (GAZE UM anag.)
72 Live oaks (NANCIES anag.)
74 Ark measure
75 Swiss mountains
76 Entice, old style (RUSTLE anag.)
77 Russian beer (found in PINK VASE)
78 Iron: Prefix (DORIES anag.)
79 "Out, damned ____!"
80 Army school: Abbr.
81 Organisms needing air
85 Prefix for day or year
86 Groucho, Chico, etc.: 3 wds.
91 Overly theatrical
96 Great happiness
97 Decay
98 Farmer's harvest
102 Devices in photocopiers
103 In a state of ____ (changing)
104 Old card game (CREATE anag.)
107 Not hard
108 Destroys
109 Fire, as from a job
112 Moslem bow
113 Skin blemish
114 High point
115 "Z," in London
116 Water nymph (DIANA anag.)
118 Breathe in gasps
119 Feudal lord
120 Another Groucho giveaway: 6 wds.
125 Chosen: Abbr.
126 Licorice-flavored seed
127 Gen. Robert ____: 2 wds.
128 Half of a school year: Abbr.
129 "Fee, ____, fo, fum"
130 650, Roman style
133 Principles of conduct
138 "Immediately!"
141 Pacific or Atlantic
144 Christie's Hercule ____
147 ". . . that bloom in the spring, ____": 2 wds.
148 Bond servant
150 Maori weapon (found in SPATULA)
151 Australian marsupial
154 Narrowly prevent, as disaster
156 Ebenezer, for short
157 Saltines
159 Phrase from Groucho: 4 wds.
162 Advanced medical students
163 Repeat
164 Dreadfully
165 Having a will
166 Given a relaxant
167 Fancy, as clothes

DOWN

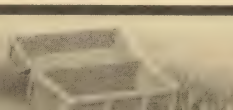
1 Webster or Defoe
2 Straightened: Var.
3 Measured: Var.
4 Olympic contestant: Abbr.
5 Tiny thing
6 Yellow-red dye (TO A TAN anag.)
7 Trash receptacle
8 Water after freezing
9 Greek letters
10 Move easily
11 Of the intestine (CELIA anag.)
12 Worked the soil
13 Qualities of personality
14 Entertain
15 Singer Davis et al.
16 Noah's ship
17 Where nose joins forehead (LANAIS anag.)
18 Religious idols
19 Bull: Prefix
20 Colorado ski resort
21 ____ Picasso
22 Attitude of a people
26 Ebb or neap
27 Lion's home
31 He gives titles
34 Cabbage dishes
36 Abominable snowman (found in ZANY ETIQUETTE)
38 Disorder
41 Harem room (in SODAS)
42 Ostrichlike bird (HEAR anag.)
44 Prefix for "derm" or "plasm"
45 Robin Hood's Sherwood ____
47 Not working
48 Billboard
50 Types of rubber (PAARS anag.)
51 Octopus defenses
52 "Yes!": 2 wds.
53 *The* ____ *Strikes Back*
54 Reducer
55 Have puppies
56 Silent member of 86-Across
57 Detective
58 French Stock exchange (ORE BUS anag.)
59 Encourage
60 Radiations units
61 Upper vertebrae
62 African monkey (VET RIG anag.)
63 Heavy blows
64 Accountants: Abbr.
70 Coins of Poland
71 Feelings of inner peace (A TAXI, SARA anag.)
73 Humorous poet Ogden____
74 Co.: Fr. (ICE anag.)
78 The Solar ____
82 Outer: Prefix
83 Batting stat.
84 Gold: Sp.
87 Torme and Brooks
88 College grads
89 Knight-____
90 Spin on an axis
91 Drinking tubes
92 Fencer's cry
93 Orwell's ____ *Farm*
94 French playwright Jean
95 Hesitant sounds
98 Metallic element (SUM ICE anag.)
99 Sprints
100 Sioux Indian
101 Funeral fire
103 Common dog name
105 Hebrew letter (CHAP anag.)
106 Jai ____
109 Where to get salami on rye
110 Location
111 Comic Mort
115 *The Twilight* ____
117 Profound
119 Rich soil (SOLES anag.)
121 Abel's brother
122 Repeated
123 Were, old style
124 President after FDR
129 Spigot
131 Emergency
132 Determine the position of
134 Cleaned the blackboard
135 ____ in (collapse)
136 Put in office
137 Got a normal result, at golf
138 Wealthy men
139 To an extreme
140 Tinkerbell's competition
141 Footnote abbr. (TOPIC anag.)
142 Chile con ____
143 "Les ____-Unis"
144 Take a sentence apart
145 Light-switch positions
146 Amused oneself with
149 Jerry or Jerry Lee
151 Crooked
152 Other: Sp.
153 Counterpart of 46-Across
155 Region: Abbr.
158 Malay isthmus (ARK anag.)
160 Summer: Fr.
161 *Uno, due,* ____



Answer Drawer, page 70

Hard Clues (cont'd)

31 Bestower of titles
34 Deli side orders
36 "Bigfoot" relative
38 West Point meal
41 Turkish chamber
42 Mother of Zeus
44 Outer: Prefix
45 Sylvan thicket
47 At rest
48 Autograph
50 Istanbul coins
51 Printer's fluids
52 ____ *Your Life*
53 Darth Vader's realm
54 Extinguisher
55 Sprocket tooth
56 He tooted his own horn
57 1971 Tony winner
58 Purse, in Paris
59 Impel
60 Moneys sent: Abbr.
61 Atlas and pro-atlas
62 Ethiopian monkey
63 Heavy falls
64 Tax-law experts: Abbr.
70 Cracow coins
71 Tranquil states
73 Defunct auto
74 Co., in Cannes
78 Gambler's "aid"
82 Supplementary: Abbr.
83 Fenway stat
84 Loot for Cortez
87 This puzzlewriter and others
88 Grads
89 Traveling
90 Take turns
91 Soda shop items
92 "Well done!"
93 Film title,with 157-Across
94 *The Maids* playwright
95 Vetch
98 Element 55
99 *A Day at the* ____
100 Arkansas orange
101 Bonfire
103 "Smiths" of dogdom
105 Hebrew "K": Var.
106 Soviet mountain range
109 Sandwich shop
110 Place
111 Political satirist
115 Temperate or Torrid
117 Benchley's *The* ____
119 Windblown dust
121 Author James M. ____
122 Went back over
123 Value: Ger.
124 DDE's predecessor
129 Tap
131 Turning point
132 Find
134 Took out
135 ____ *canem!*
136 Single out
137 Played up to expectations
138 Mogul governors
139 Too
140 Actress Hiller
141 Relative of "ibid."
142 Meat, in Madrid
143 French states
144 Analyze a sentence
145 Prepositions
146 Trifled, with "with"
149 American explorer
151 Proclivity
152 Other, in Oaxaca
153 "Cut ____ out:"
155 Alaska, once: Abbr.
158 Ape of India
160 Summer on the Riviera
161 Three: Prefix

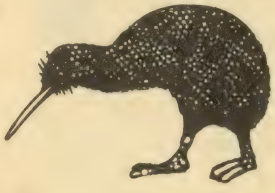
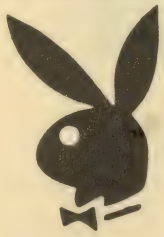


Can You Identify These Animal Logos? ★☆

A "Whose Zoo" in Advertising

Unless you're just returning from a long safari in Zaire, most of these animals from today's advertising world will look familiar to you. But can you name the companies or products they represent?

Answer Drawer, page 68

 1. _____	 2. _____	 3. _____	 4. _____
 5. _____	 6. _____	 7. _____	 8. _____
 9. _____	 10. _____	 11. _____	 12. _____
 13. _____	 14. _____	 15. _____	 16. _____
 17. _____	 18. _____	 19. _____	 20. _____

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★☆

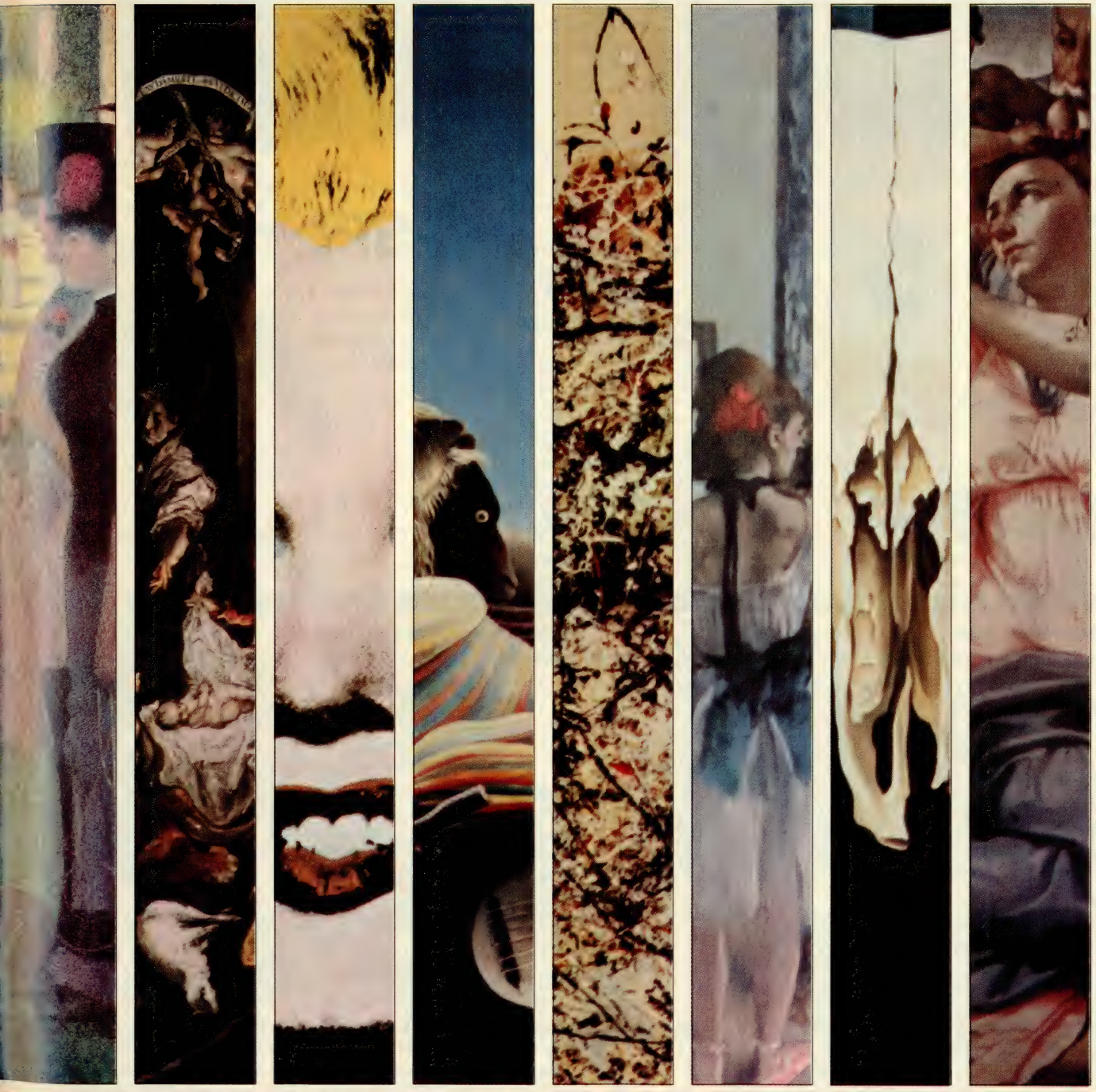
MASTERPIECES

AN ARTISTIC WHODUNIT



PARIS, France, June 1 (Reuters)—During the night a gang of thieves looted museums in Europe and America of 16 priceless paintings. According to sources, the thieves sent Interpol a vertical strip from each painting with the remainder to follow if ransom demands are met. Dumbstruck museum officials, trying to assess their losses, appealed to the general public to identify the masters who painted the pieces shown below. Agonized one spokesman, "We don't care who stole 'em; we just want to know who painted 'em."

Answer Drawer, page 68

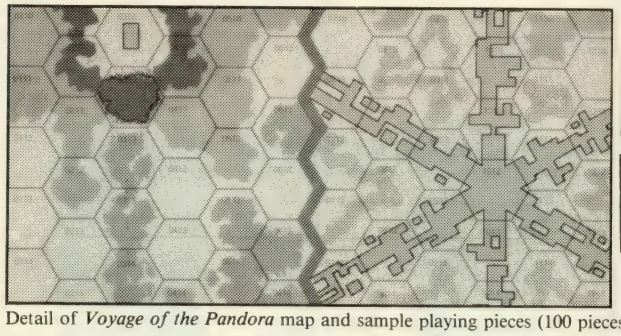


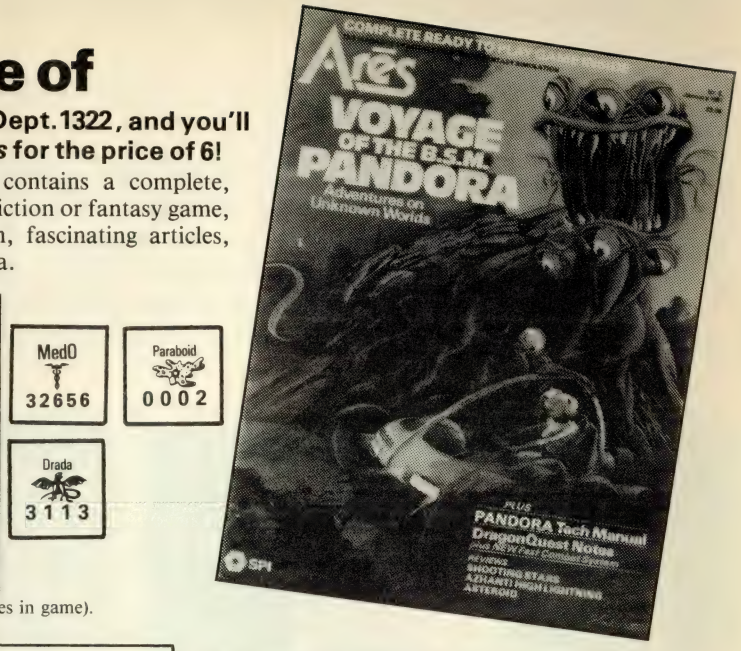
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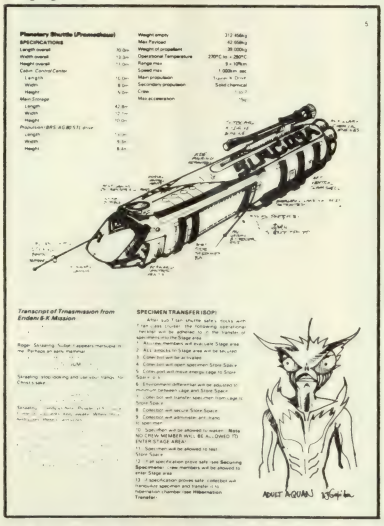
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Detail of *Voyage of the Pandora* map and sample playing pieces (100 pieces in game).
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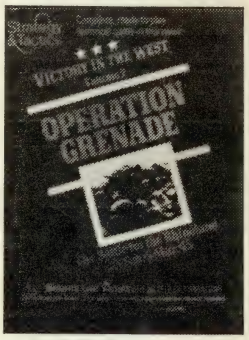
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PROLIX PROVERBS**

AN ENNEAD OF PERSPICACIOUS DOGGEREL

by Hubert Phillips

If the test of good writing is clarity and simplicity, the nine verses on this page would flunk. In them, Hubert "Caliban" Phillips has rendered familiar sayings into the most obfuscatory language possible. One of Britain's greatest puzzlemakers, Phillips also distinguished himself as a journalist, economist, and statesman. So we'll take him at his words—and challenge you to recognize the simple proverbs these verses contain. The first verse, for example, is "A rolling stone gathers no moss."

Answer Drawer, page 66

1. What, No Moss?
A lithoid form, whose onward course
Is shaped by gravitational force,
Can scarce enjoy the consolation
Of bryophytic aggregation.

2. Not Always a Draught Horse
Conducting to the watering place
A quadruped of equine race
Is simple; but he may not care
To practice imbibition there.

3. Broken Bactrian
To carry haulm of cereal growth
The tylopod is nothing loath;
But just one haulm too many means
That dorsal fracture supervenes.

4. Hay Presto
When, nimbus-free, Sol marches by
Across the circumambient sky,
To graminiferous meads repair—
Your instant task awaits you there!

5. Rate of Exchange
That unit of the avian tribe
Whose movements one can circumscribe
"In manu," as a pair will rate
Subarboreally situate.

6. Post-mortem
The coroner observed: Perpend—
The death of this, our feline friend,
Reflects preoccupation shown
With business other than his own.

7. Prolegomena to the Inevitability of Cosmic Phenomena
For none who claims to represent
The "homo" species sapient
Will loiter Einstein's fourth dimension
Or sea's quotidian declension.

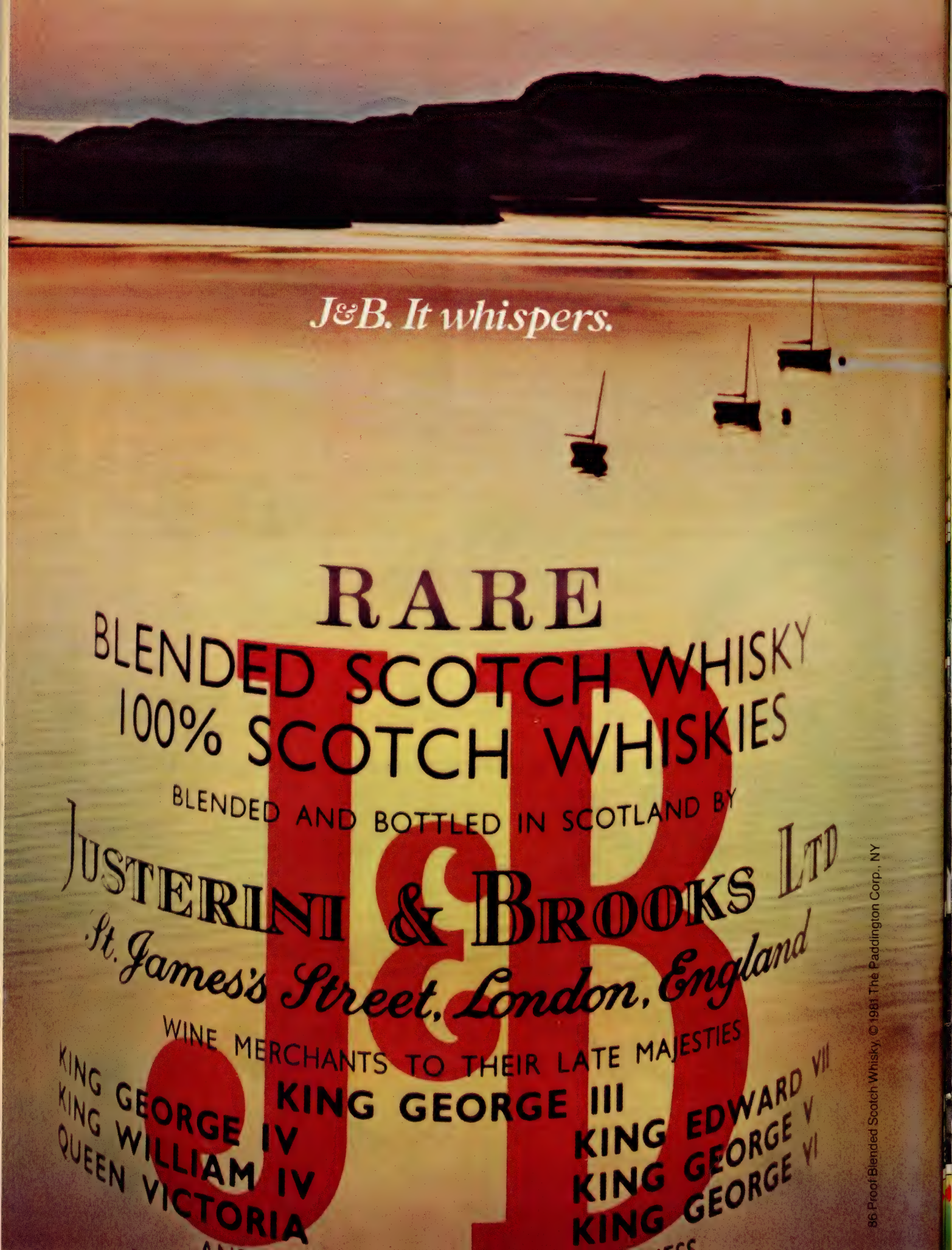
8. Also Ran
Of little value his compunctions
Who arrogates clavigerous functions
When once from circumambient pen,
Is snatched its equine denizen.

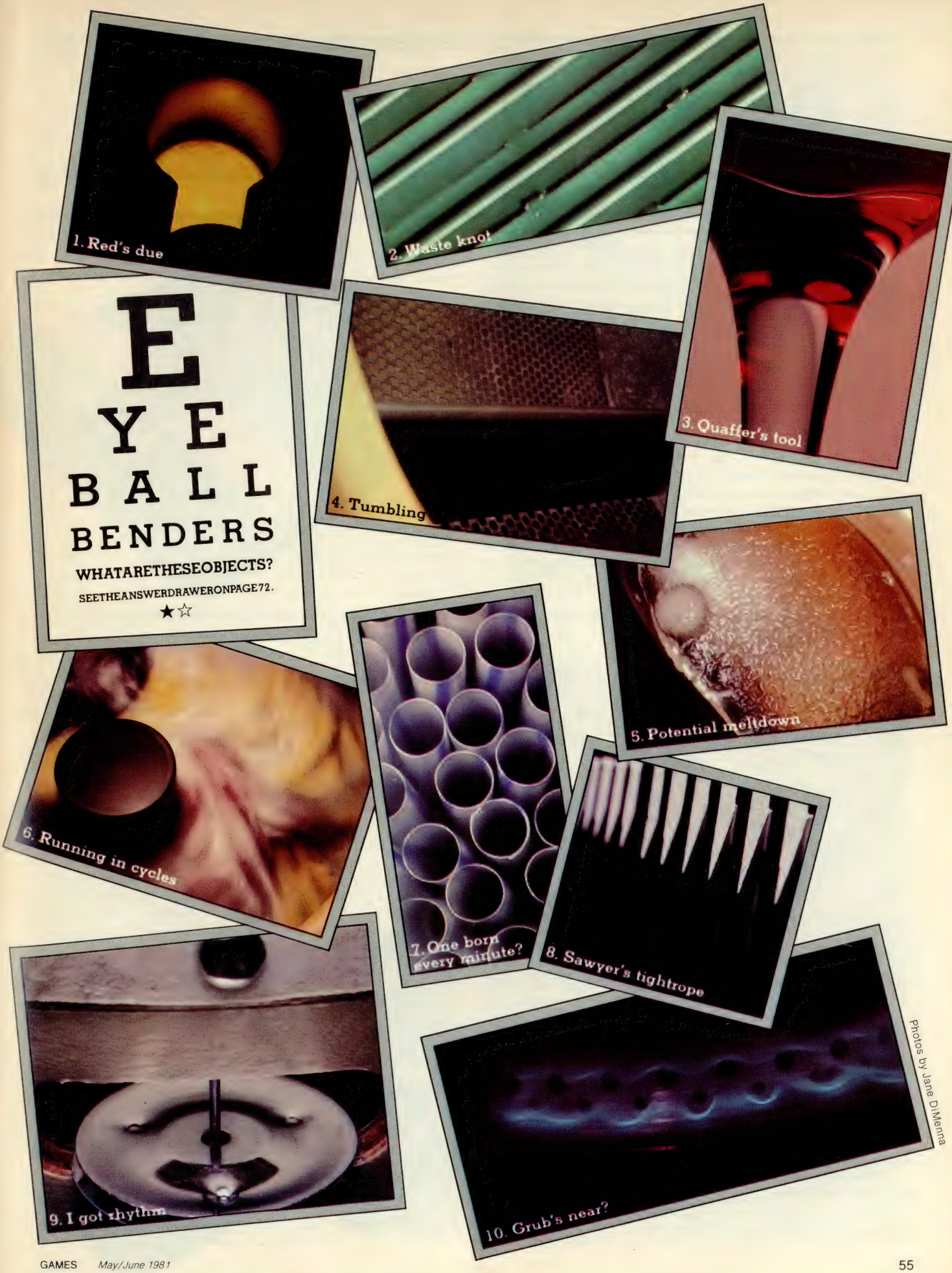
9. Over-cooked
Faced with material esculent
As source of liquid nourishment,
Avoid excess—'twill but displease—
Of culinary expertise.

—from *Heptameron* (Eyre & Spottiswoode, Ltd.).
©1945 by Hubert Phillips.



Illustration by George Masi


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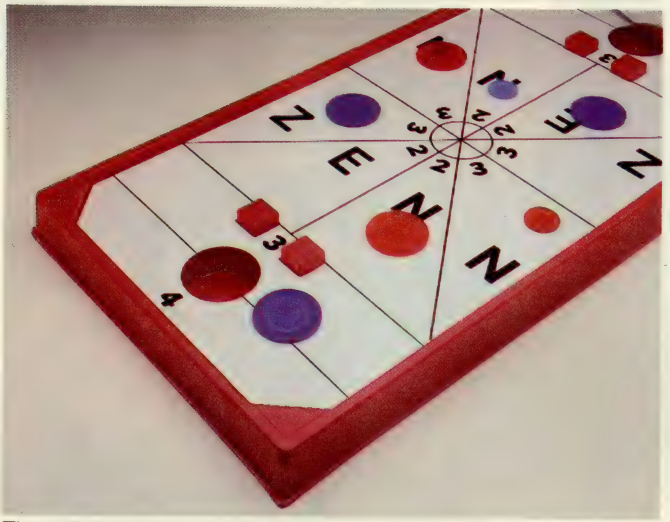
Super Simon from Milton Bradley, around $42.



The original electronic game of "follow-the-leader" was Simon. Then came Pocket Simon, a smaller version of the same game. Now comes Super Simon, but the five games it plays are distinctly different from its predecessors.

To begin with, the computer-generated sequences of lights and tones in Super Simon are not progressive. In other words, after completing a sequence of four panels correctly, you are given an entirely different sequence of five panels to repeat. But what really makes Super Simon stand out from the rest of the games in its genre is the fact that it can handle up to eight players at a time. In "You're It," one of my favorite games, up to eight players can man one panel each. The computer gives a sequence, then randomly selects a player who must repeat it correctly or drop out of the game. Another favorite, "Fast Hands," isn't a memory game at all, but one of speed and dexterity in which players try to hit the panels as the computer lights them up. Super Simon also allows two players at a time to play "Head-to-Head," a feature that makes it an even better party game than Simon. —P.M.W.

Zenn from Benander Games, around $10.



Photos by Stan Fellerman

There is nothing fancy about the 101 skill/action games you can play on the Zenn board. But this is the kind of game that draws you back again and again because it's easy to play.

In the simplest version, two players alternate flicking a small chip (with a finger) at the opponent's basket until one has scored ten points. Rebounding the chip off the raised edges of the board is allowed, and is often the only available shot. A basket scored by shooting the chip through the narrow opening between the two raised squares in front of each basket counts three points rather than just one.

In the advanced games, the markings on the board come into play, and additional chips of varying sizes join the action. Not all of the 100 variations are great to play, but the first game alone is worth the price of admission. —S.S.

Ibex, available from Ibex International, Inc., 875 N. Michigan Avenue, Suite 1557, Chicago, IL 60611; $9.95 includes postage and handling.

The Ibex consists of a magnet, an unmagnetized metal rod, four unmagnetized metal spheres, a carrying pouch, and a booklet that explains how to accomplish 23 effects (physical phenomena), which vary from simply pulling a sphere off the magnet (as in the first photograph) to suspending several elements without the magnet (as in the second photograph).

The secret behind the Ibex is not magical, though some of the physical phenomena that can be performed with it have led laymen to think so. But if the Ibex is not a magic trick, what does it take to master the thing? Well, steady nerves, a bit of luck, patience, time, concentration, and to quote the booklet, appreciation of "the relationship of the Ibex to your mind, the earth, and to the Infinite Intelligence." Hmm. —P.M.W.



Fortune 500 from Pressman, around $25.

Although quite complex, and aimed at players with some interest in business, Fortune 500's well organized rules make the game easy to learn. But because there are so many decisions to be made during the course of a game, most people will have to play several times before feeling comfortable with any general strategy. That's what this game is all about—learning how to plan.

Each of three to eight players takes a role as chief executive officer of one of America's foremost corporations (like Uniroyal, Esmark, and Heinz); their goal is to be the first to triple the capital they received at the beginning of the game. As in real life, the road to riches in Fortune 500 is to make diverse and lucrative investments. You can buy bonds from Kuhn Loeb, stock in Pan Am, or controlling interests in other major companies depicted on the Financial side of the board. You'll also need to produce and sell products through your own company on the Production/Transportation side, where raw materials and energy are bought (from Raymond International, Alcoa, and Mobil), turned into products, shipped in units of one by air, two by truck, or three by rail, and sold at varying prices.



The remaining two sides of the board, labeled Services, offer such support as bank loans from Chase, advertising campaigns by Leo Burnett, insurance by Aetna Life & Casualty, and consulting by Booz Allen & Hamilton. The use of actual company names lends a realistic air to the situations. —S.S.

THE "HOW TO" DEPARTMENT

Psst ... Here's the Solution ... (to Rubik's Cube), from Ideal, P. O. Box 72, Hollis, NY 11423; 14 pages, $2 paperback.

If you're sitting at home with a Rubik's Cube (reviewed November/December 1979) and can't return all the colors to their original positions, rest assured that it's a common problem. Of more than the million puzzles Ideal has sold so far, including several in our office, most of them remain a jumbled mess.

But now help is available without consulting a mathematician. Ideal has published a 14-page solution booklet that gives detailed instructions on returning a cube to its original position no matter how jumbled up it has become. It's a complicated procedure, but half an hour of study and careful manipulation gave me the satisfaction of solving Rubik's Cube. Thank you, Ideal. We have suffered enough. —P.M.W.

How To Play Space Invaders: Secrets From An Expert, available from Taito Corporation, Sales Department, 1256 Estes Avenue, Elk Grove Village, IL 60007; 64 pages, $1.95 paperback plus 40 cents for postage and handling.

The price of this booklet is equal to about four games of Space Invaders at the arcade, but to an aspiring aficionado it's worth ten times that much. Taito, makers of the original Space Invaders game, has decided to give you some advice on stretching your quarters into longer play with the machines.

Aside from the most basic of strategy lessons, the booklet explains things like when and how often a mother ship will appear at the top of the screen, the different types of missiles that the aliens fire at your laser bases, how to position your laser bases for maximum efficiency on each level, where to begin your attacks, and how to time your game plan in order to score the most points.

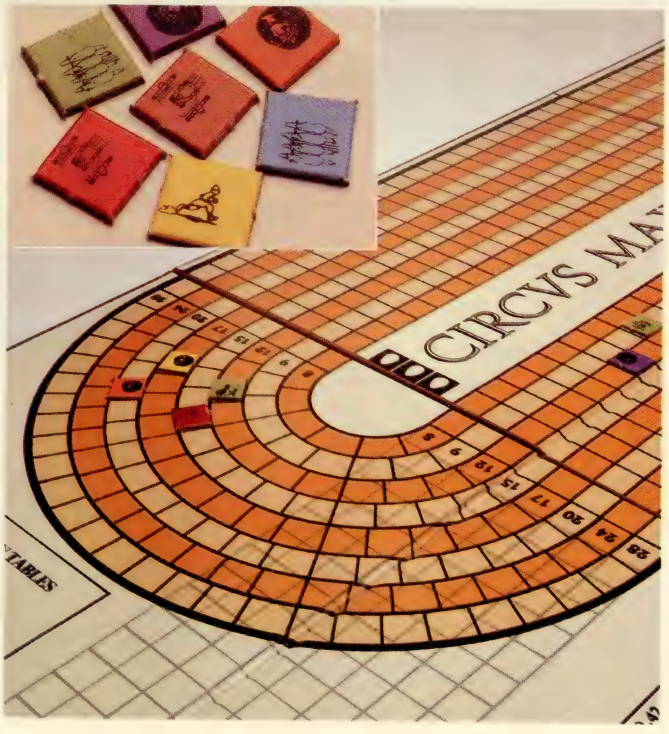
If you're already shooting in the 5,000-point range, maybe you shouldn't bother with this booklet. If not, boning up on strategy will slow down the flow of quarters. —P.M.W.

Circvs Maximvs from Avalon Hill, around $9.

For romantics who long for the days of Ben Hur, the smell of horses and the sound of the whip, Circvs Maximvs re-creates the Roman sport of chariot racing, in which skullduggery affects the outcome nearly as much as driving skill. Using a system much like the one in the excellent auto race game Speed Circuit, two to eight players build chariots with varying qualities of speed, horse endurance, and driver skill, then set out on a three-lap race. Drivers may ram opposing chariots (causing wheel damage), ram opposing teams of horses (most effective when your wheels have protruding scythe blades!), lash opposing drivers, or lash opposing horses (very effective in a curve, causing the horses to race beyond the safe speed and possibly flip their chariot).

The lengthy rules should not be taken as a sign of complexity; many of them pertain only to the campaign version which requires a series of races and introduces the element of betting. Gambling profits can be used to buy faster horses, bribe drivers, sabotage chariots, or to hire security forces to keep your horses from being drugged.

Caution: If your chariot flips, the horses keep running and drag you behind! But if you can cut yourself loose and run for cover—no easy task—you can live to become a more skillful driver in the next race. All in all, Circvs Maximvs is a pleasant simulation. And a lot safer than the real thing. —R.W.S.



A MEAN GAME OF SCRABBLE

TALL TALE

BY MERRILL KAITZ

When a short, ugly stranger strides into Uvalde and challenges the town's best player, the game takes an unexpected turn.

It had been a hot, dusty day in Uvalde, Texas, and it was a hot, dusty night. Even though the Scrabble club was air-conditioned, it was still uncomfortable inside. A stranger showed up, a short, ugly young man with tortoise shell glasses, a peculiar sulphurous odor, and an accent that no one could place. He was looking for a Scrabble game, and they matched him up with Slim, one of the club's weaker players.

Around 11 o'clock, Slim stood up, slammed his chair against the table, and stormed out. In four games, the stranger had beaten him by more than 900 points. "Don't you have any decent players here?" demanded the stranger. "Who's the strongest?"

Everybody looked at Sally Mae Lorimer, who took her time responding. "I reckon folks around here would say I am."

The stranger grinned at Sally Mae. "Then I guess on this particular night you'd be the second best."

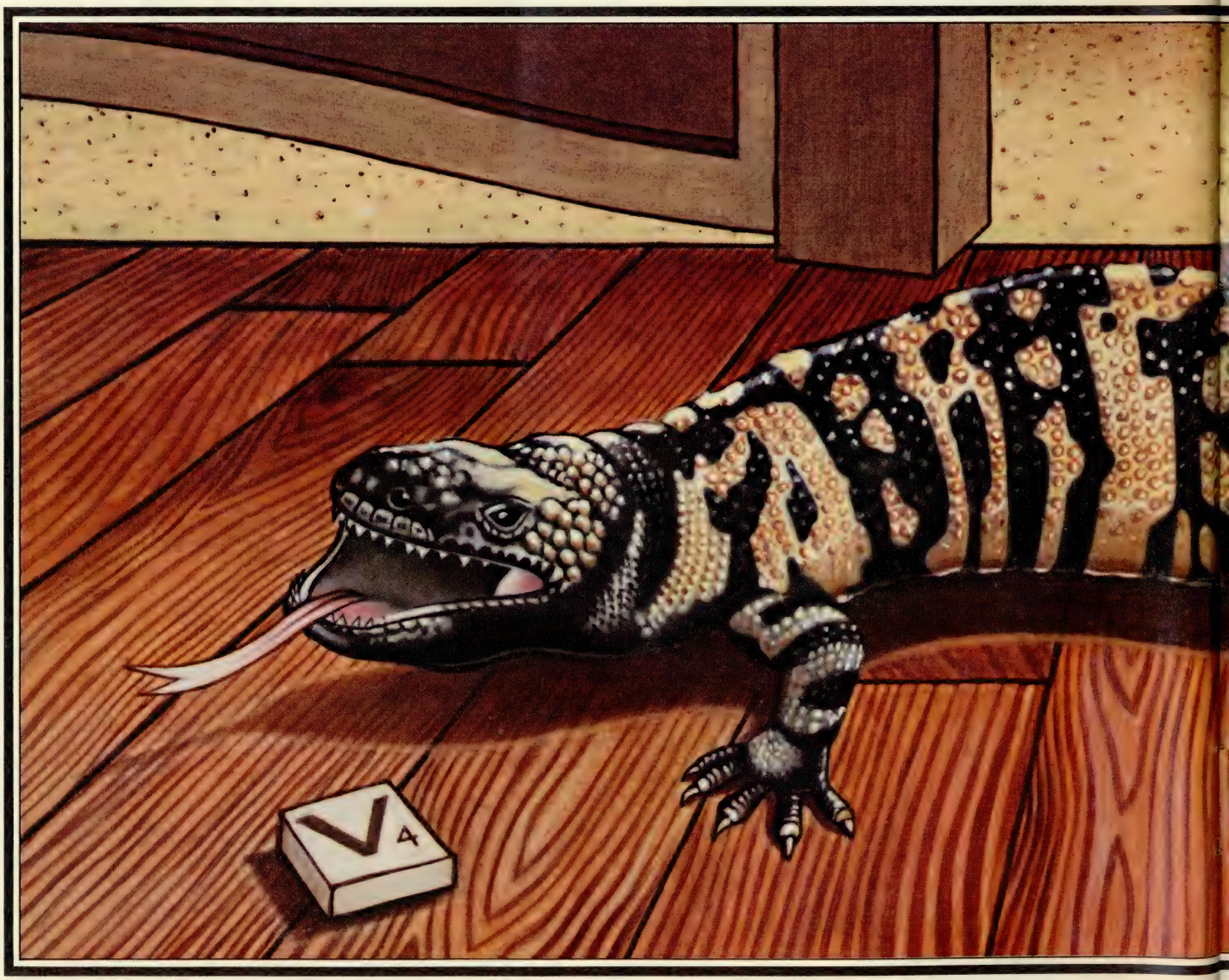
"Maybe I am and maybe I ain't. I reckon that remains to be seen."

The stranger won the first game easily, by exactly 100 points. He'd made three bingos, two of them natural, and Sally Mae had done well not to lose by more. Each had challenged once, and each had lost the challenge: Sally Mae hadn't known PETUNTZE, and the stranger had questioned PRIVIER.

The stranger won the second game by 15, even though Sally Mae had gotten both blanks. But in the third game Sally Mae opened with LIXIVIA for 100 even and held on for an 81-point win. And in the fourth game, she won by 14 points, having stuck the stranger with the Q.

It was after 2 A.M. Normally the club would have been empty, but tonight it was still crowded with kibitzers and players. Perhaps they had stayed to get what benefit they could from the feeble air conditioning. But when word spread that the fifth game between Sally Mae and the stranger would be conclusive, they all gathered to watch.

Sally Mae, without seeming to look at her rack, opened with VINIC. She placed



the first I on the center square for safety's sake, so her count was 20. The stranger threw down his response right away: VINIC, through the N of Sally Mae's VINIC, for 12. He chuckled to himself.

Sally Mae found herself with a rack full of consonants. Three of them were S's. She played TIS through the second I of the stranger's VINIC, for 7 points.

The stranger now held SATIRE + T. He savored the familiar combination for a few moments, sliding the tiles back and forth, setting up each of the anagrams in turn: ARTIEST, ARTISTE, ATTIRES, IRATEST, RATITES, STRIATE, TASTIER. He decided to keep the SATIRE combination and just play off a T. He must have thought Sally Mae would open up the board on her next play, and if she did, he hoped to be ready with a bingo. He put down the T to spell IT and TIS for just 5 points. That made the score 27–17, Sally Mae's favor.

Sally Mae could have played REV for 6 points; instead she made a play that started the spectators buzzing. She put down a G to form GIT two ways, for 8 points.

The board looked like this:

			V			
		G	I	T		
V	I	N	I	C		
		T	I	S		
			C			

The stranger had drawn an H to go with his SATIRE, so he had HASTIER sitting on his rack. He didn't pause to think, but simply slapped CHARIEST onto the board, using the C on the right and forming TISH as well. He announced a score of 83. Sally Mae didn't look fazed. "I challenge TISH," she announced.

TISH was not listed in the *Official Scrabble Players Dictionary*.

The stranger stood up, his beady eyes narrowing. "I believe you have made it impossible to play any further."

"I reckon so," Sally Mae said.

"What do you have left in your rack?" asked the stranger.

"Why does he want to know that?" a spectator asked.

"Because we both have to subtract what we're stuck with from our total scores," Sally Mae explained. It didn't matter that she could spell six seven-letter words: EASTERS, RESEATS, SEAREST, SEATERS, TEASERS, or TESSERA. What counted now was that all her tiles were one-pointers. The stranger had six one-point tiles and an H for a total of 10. The final score was 28–7. In winning three out of five games, Sally Mae had also outscored the stranger by exactly one point.

The stranger stopped in the doorway on his way out and pointed at Sally Mae. "You're a witch!" he hissed. As a strange smile spread across Sally Mae's face, the stranger's tongue flicked in and out several times, his complexion darkened, and his form melted into a swirl of orange and black. Then, as the startled crowd stared, a Gila monster turned and scuttered away.

Merrill Kaitz is a freelance writer based in Riverdale, New York, and a top tournament Scrabble player.

SCRABBLE® Brand Crossword Game is a registered trademark of Selchow & Righter Company for its line of word games and entertainment services.



Illustration by Bob Hambly



A Wargame Miniature

by Craig Taylor

Contrary to popular belief, not all wargames take a long time to learn or play. The game presented here is simple but challenging, and it is especially suitable for players who would like to get a feel for wargames without embarking on a marathon campaign.

Equipment Two contrasting sets of 6 infantry pieces, 2 armor pieces, and the gameboard shown. Buttons, coins, beans, or other small materials may be used as playing pieces.

Object The first player to move a piece into the opponent's Headquarters is the winner.

Setup Using a sheet of cardboard or paper as a screen, both players secretly place their pieces in any of the "hexes" (the hexagonally shaped board spaces) behind their respective starting lines (which are indicated on the board with a dotted line). Only one piece may be placed per hex, and no piece may be placed in a Headquarters hex. After both players have completed their setups, the screen is removed.

Play Either player may move first. Each player moves his pieces in turn, one at a time and in any desired order, and then carries out any combats following the Movement and Combat rules below.

Movement On each turn, a player may move as many or as few of his pieces as he wishes. A player is never forced to move a piece.

1. Infantry pieces may move one hex per turn in any direction. Armor pieces may move up to two hexes per turn, in any direction or combination of directions.

2. No piece may cross a river or enter its own Headquarters.

3. Pieces may pass through or exchange places with pieces belonging to the same player, if movement allows. No more than one piece may end movement in the same hex. Pieces may not pass through or enter hexes containing opposing pieces.

Combat After a player has finished moving his pieces, he determines how and where combat will occur, and assumes the role of "attacker." The other player assumes the role of "defender."

1. Combat may take place only between opposing pieces in adjacent hexes. Combat may not occur between pieces separated by a river.

2. Combat is always voluntary for the attacker.

3. The attacker may choose and divide up combats in any desired manner. He may use different pieces to make different attacks against different opposing pieces. He may designate one or more pieces as attackers of a single opposing piece in an individual combat; however, no single piece may attack more than one opposing piece in a turn.

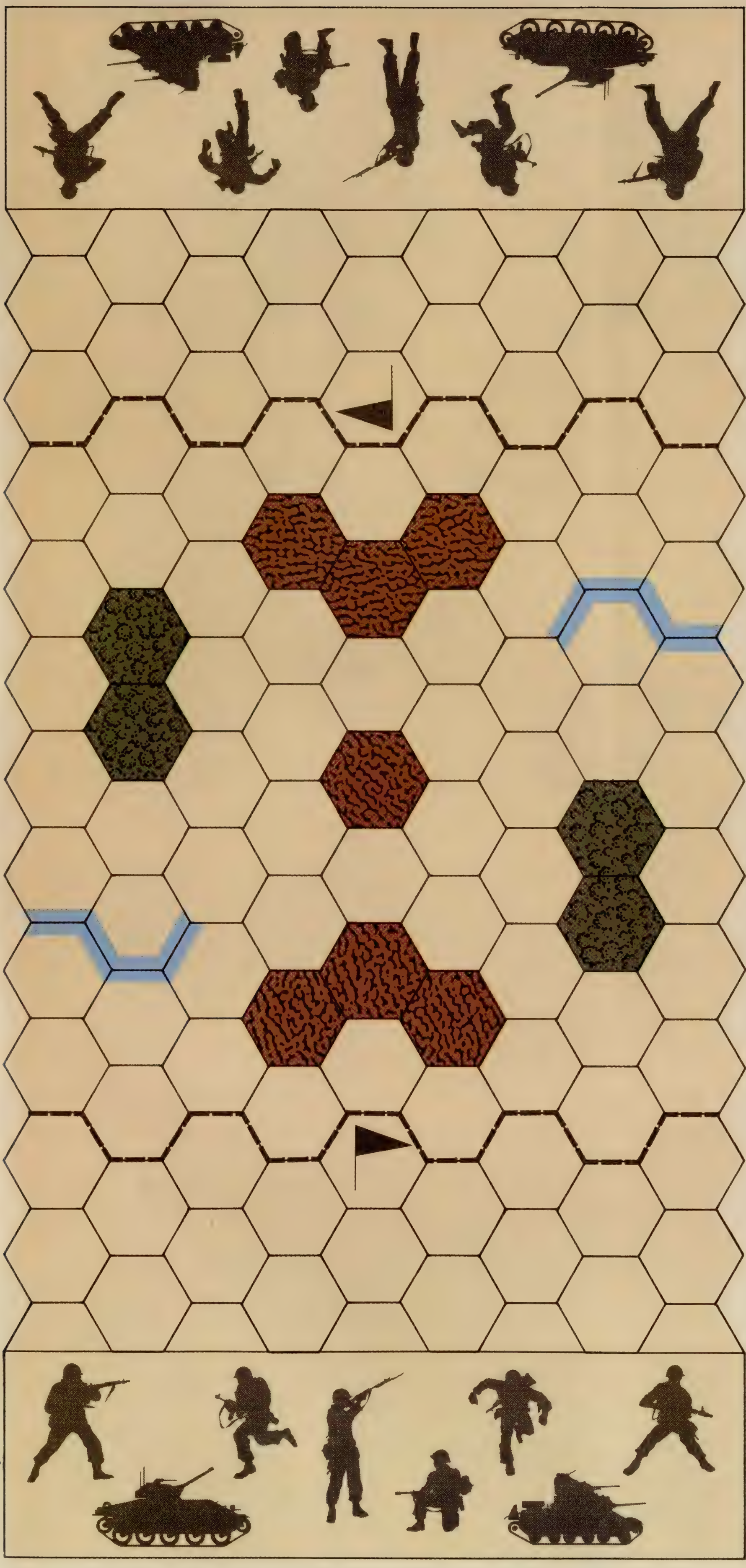
4. An attacking piece (or group of pieces) must have a larger total Combat Value than the defending piece, otherwise combat may not occur. The Combat Value of a piece depends upon the type of piece and the terrain of the hex it occupies. These Combat Values are listed on the Combat Value Table beside the board. If more than one piece is attacking a single piece, their Combat Values are added together.

5. After combat, the defending piece is eliminated and removed from play. At this time, the attacking player *must* move the attacking piece (or any one of the attacking pieces, if more than one were involved) into the vacated hex.

If You Like Battle ...

Battle was created for *Games* by Craig Taylor of Yaquinto Publications, Inc., one of several companies that specialize in wargames, euphemistically known as simulations. A larger version of Battle is available for around $8. You can also obtain both a games catalog and a copy of the sf wargame *Attack of the Mutants* by sending $2 to Yaquinto, Dept. B, P.O. Box 24767, Dallas, Texas 75224. Other major wargame companies are Simulations Publications, Inc., 257 Park Avenue South, New York, New York 10010, and The Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland 21214.

The hundreds of different wargames on the market cover virtually every major battle and military campaign in history as well as possible wars of the future. Most of these games involve much larger gameboards than the one presented here, and up to hundreds or even thousands of pieces. Dice are generally used to resolve combat, so that the possible outcomes are more realistic and varied. For example, one side may have to retreat. Or a piece may be damaged without being totally eliminated, or both sides may be destroyed. Other factors may include supply problems, troop morale, and even weather. Naturally, the more variables in a game, the greater the degree of realism that can be achieved, though often at the expense of simplicity. —R.W.S.





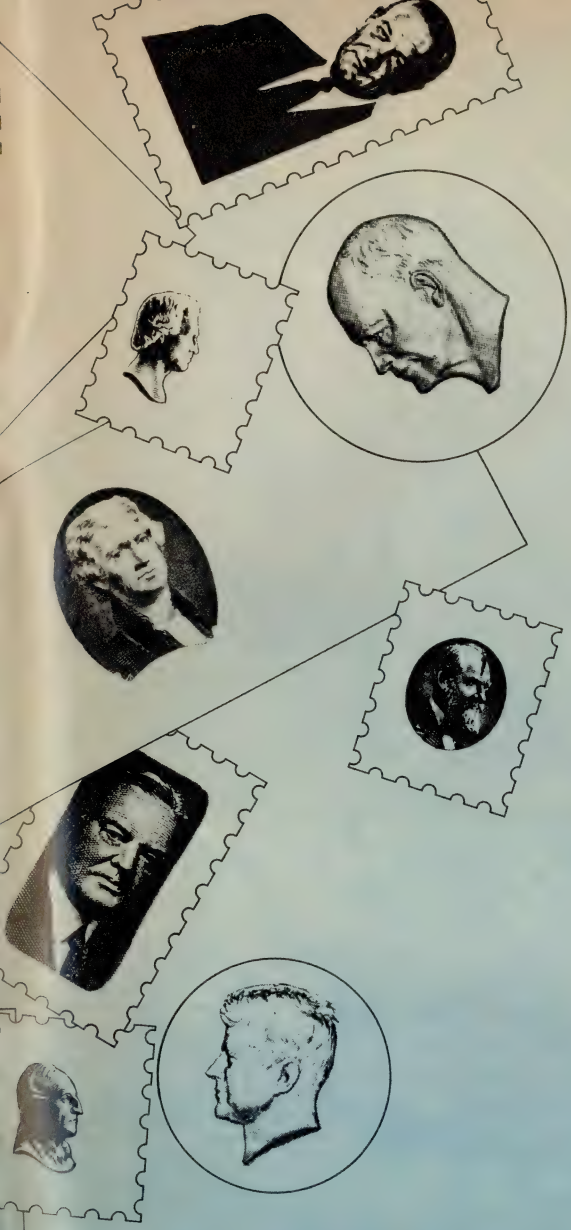
COMBAT VALUE TABLE		
Terrain Type	Piece Type Infantry	Armor
Clear	1	2
Hills	3	4
Woods	3	1

COMBAT VALUE TABLE		
Terrain Type	**Piece Type** Infantry	Armor
Clear	1	2
Hills	3	4
Woods	3	1

Illustrations by David FeBland

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Grand Prize
An Atari 400
Personal Computer
Four Runner-Up
Prizes
A Games T-shirt



A GAMES CONTEST ★★

Now that you've found our sunken chest, Can you tell us: HOW MUCH ARE THESE MEN WORTH?

Welcome, divers! You've come upon our treasure—now it's up to you to tell us what it's worth. You may have your own "appraisal" of the presidents pictured here, but in fact each of these men also possesses a cash value, as represented by the coins, bills, and stamps on which they appear.

Your challenge is threefold:

1. Identify each president. Thirty-five heads of state, from Washington to LBJ, are pictured exactly as they appear on the coins, bills, and stamps in question. As a solving aid, their names are also listed on the entry blank.

2. Determine the face value of each one and record it on the entry blank. All coins, bills, and stamps are U.S. currency, though some may not be in circulation at the present time. We are asking, though, for the *face value* of the currency, not the collector's value. (For example, if you are able to trace a president to a two-cent stamp issued in 1902, his value would be 2 cents—not the estimated collector's value of, say, $1.)

3. Total these values and write your sum at the bottom of your entry blank (the one below or a facsimile).

4. You may enter as often as you wish, but each entry must be mailed separately.

5. The winner will be the entry that evaluates the greatest number of different men correctly. In case of a tie, a random drawing of the correct entries will determine the winner.

Clip or copy this coupon and mail to: **How Much Are These Men Worth?, Games Magazine, 515 Madison Avenue, New York, NY 10022. Entries must be received by July 6, 1981.**

_____	George Washington	_____	Rutherford Hayes
_____	John Adams	_____	James Garfield
_____	Thomas Jefferson	_____	Chester Arthur
_____	James Madison	_____	Grover Cleveland
_____	James Monroe / John Q. Adams	_____	Benjamin Harrison
_____	Andrew Jackson	_____	William McKinley
_____	Martin Van Buren	_____	Theodore Roosevelt
_____	William Henry Harrison	_____	William Taft
_____	John Tyler	_____	Woodrow Wilson
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City _____ State _____ Zip _____

All entries become the property of *Games*.
None will be returned. The decision of the judges is final.

Illustration by Fred Marcellino

(Continued from page 4)

CONTEST RESULTS

Nombeur Stuffeur

We received more than 3,700 entries to "Nombeur Stuffeur" (January/February), in which the object was to enter the French names of the numbers 1 through 20 into a 15 x 15 grid in crossword fashion. Each UN scored one point, each DEUX two points, and so on. Eighty-five entries tied for high score with 608. The winner, chosen by random drawing, is Mike O'Keefe of Miamisburg, OH. He will receive first prize of 608 French francs. Honorable mention prizes of a *Games* T-shirt go to: Norma Burnhardt of Sunnyvale, CA; Bob Marquand of Lansing, MI; Cynthia Wimer of Sierra Madre, CA; and Michael S. Wolfberg of Concord, MA.

The winning grid

					D							H		
				D	I	X	H	U	I	T		U		
			D	I	X		U				D	I	X	
		D	I	X		D	I	X	H	U	I	T		
	D	I	X	H	U	I	T				X		V	
D	I	X		U		X		D			H	U	I	T
	X		D	I	X		D	I	X		U		N	
	H	U	I	T		D	I	X		V	I	N	G	T
	U		X		D	I	X	H	U	I	T		T	
D	I	X		D	I	X		U		N				
	T		D	I	X		V	I	N	G	T		V	
		D	I	X	H	U	I	T		T	R	O	I	S
	D	I	X		U		N				O		N	
D	I	X		V	I	N	G	T		V	I	N	G	T
	X				T		T				S		T	

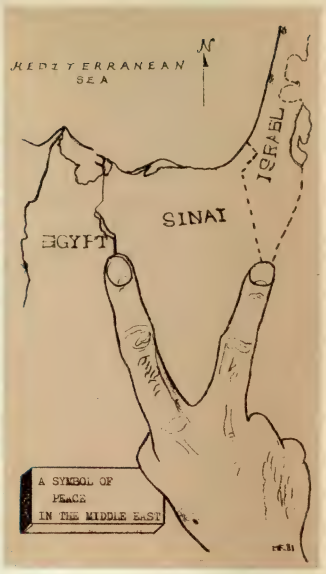
Cartographer's Dream

Although Rand McNally thought the entries to "Cartographer's Dream" (January/February) were a disgrace, our resident mappitologists loved them. In fact, so many of the 1,300 entries displayed such craft and creativity, we were hard-pressed to limit the number of winners to 16. But after eliminating the greasy Greece's, chilly Chile's, and many more, we present the Grand Prize to Paul L. Olmstead of Toledo, OH, for his wry map of America in the Eighties—out in the cold and out on a limb. Paul will receive a Rand McNally illuminated globe and (real) world atlas.

The other prize-winning maps depict every corner of the globe, from hopeful Sinai to the hole of Switzerland, from a fit-to-be-tied Thailand to a montaged Eye-erland, from Colombia (a map we're quite high on) to Nova Scotia, which looks a little fishy. Some maps surveyed imaginary domains, and among the best were Déjà Vu Ville (Proust's home town? or a province of Papillon?), and Prepsylvania, whose state flag is undoubtedly a nifty shade of pink and green.



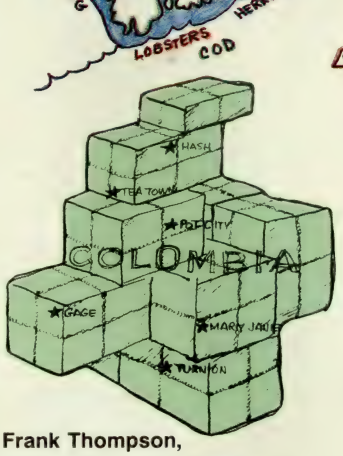
Paul L. Olmstead, Toledo, OH



Michael B. Finkelstein,
Montreal, Quebec



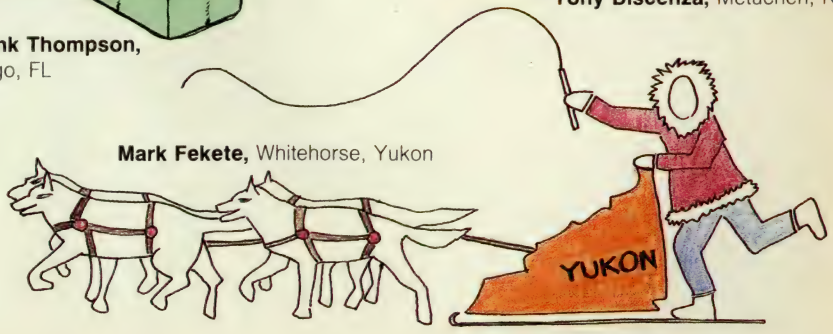
Cynthia L. Draus,
Cicero, IL



Frank Thompson,
Largo, FL



Tony Discenza, Metuchen, NJ



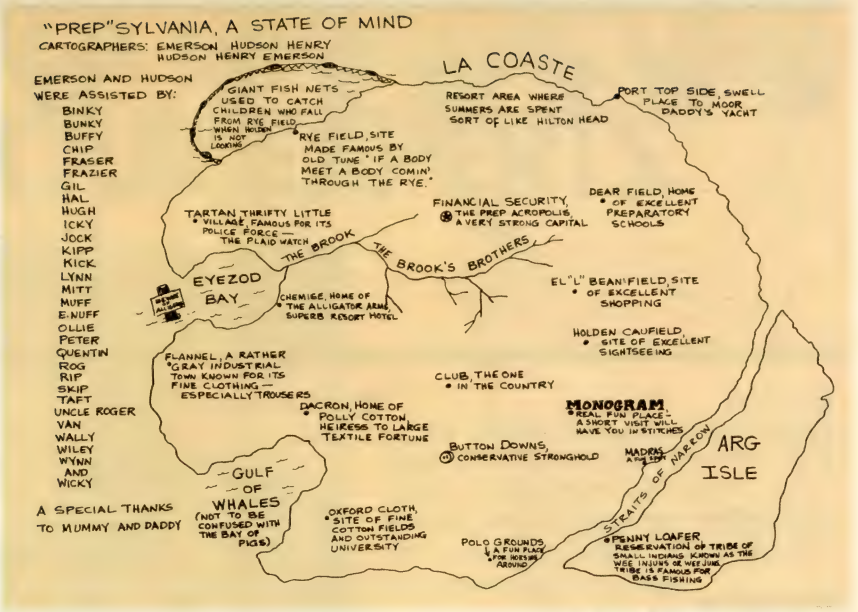
Mark Fekete, Whitehorse, Yukon



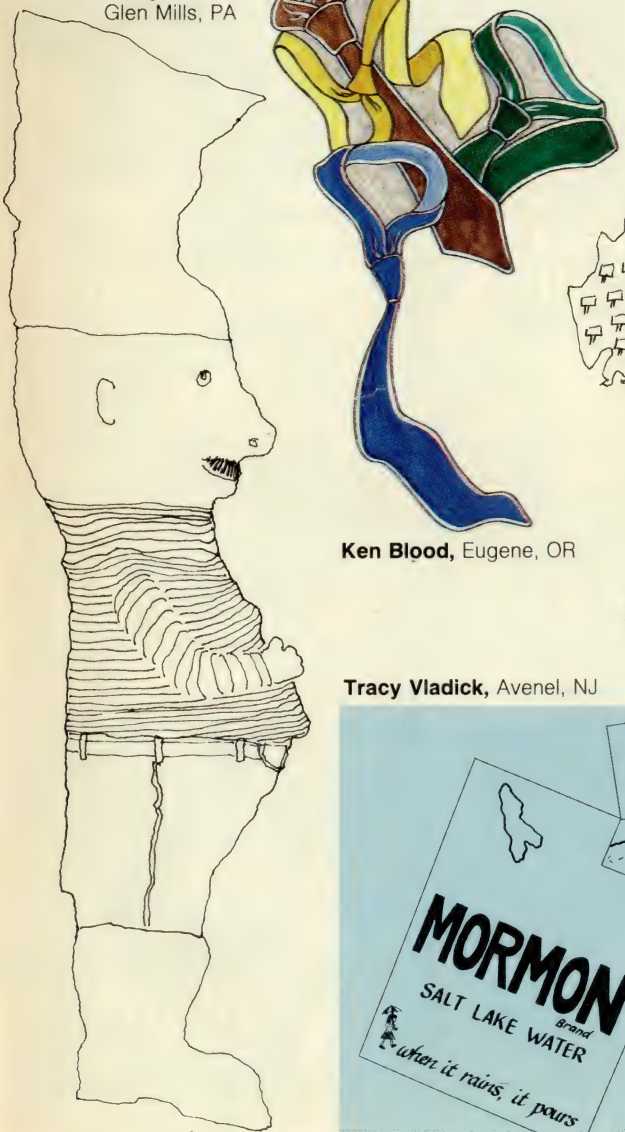
Gregory J. Borowski, Cheektowaga, NY



Harry Oakes,
Glen Mills, PA

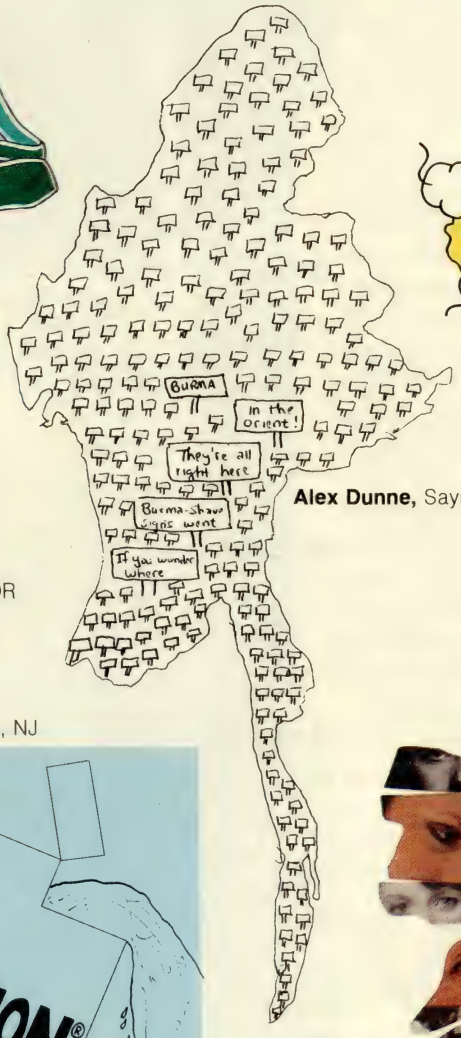


Wayne Johnson, Atlanta, GA



Patricia L. Yamashiro, New York, NY

Ken Blood, Eugene, OR



Alex Dunne, Sayre, PA



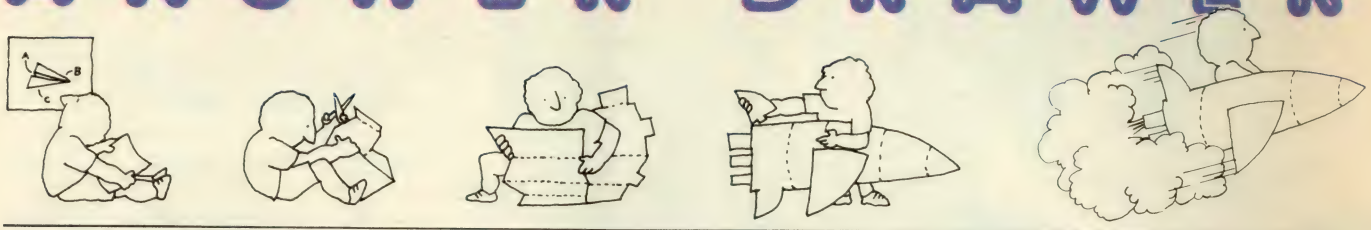
Carol A. McCollum, McMurray, PA

Tracy Vladick, Avenel, NJ



Irene K. Seff,
Mamaroneck, NY

ANSWER DRAWER



6 Letters

Another Cross-O to Bear? The words are: EGYPT, SPAIN, CANADA, and ISRAEL, each of which is a NATION.

Swift Additions How to measure the size of a sneeze? By its gesund-height, of course.

8 Gamebits

Height Makes Right
Their heights, in size order: Mario Andretti, 5'4"; J. Edgar Hoover, 5'7"; Humphrey Bogart, 5'8¼"; Billy Martin, 5'11½"; Henry VIII, 6'1"; Julia Child, 6'2".

Photo of Humphrey Bogart by FPG, all others by Wide World

14 Call Our Bluff

The phony fliers are the Phipps Skybus, the Agricycler, the DC-3 Thermoking, the Grumman Inverted-Flight Special, and the Pitts Pathfinder.

53 Prolix Proverbs

1. A rolling stone gathers no moss.
2. You can lead a horse to water but you can't make him drink.
3. 'Tis the last straw that breaks the camel's back.
4. Make hay while the sun shines.
5. A bird in the hand is worth two in the bush.
6. Curiosity killed the cat.
7. Time and tide wait for no man.
8. Don't lock the barn door after the horse is gone.
9. Too many cooks spoil the broth.

25 Equation Analysis Test

a. Letters of the alphabet
b. Wonders of the Ancient World
c. Arabian Nights
d. Signs of the zodiac
e. Cards in a deck (with the jokers)
f. Planets in the Solar System
g. Piano keys
h. Stripes on the American flag
i. Degrees Fahrenheit at which water freezes
j. Holes on a golf course
k. Degrees in a right angle
l. Dollars for passing "Go" in Monopoly
m. Sides on a stop sign
n. Blind mice (see how they run!)
o. Quarts in a gallon
p. Hours in a day
q. Wheel on a unicycle
r. Digits in a ZIP code
s. Heinz varieties
t. Players on a football team
u. Words that a picture is worth
v. Days in February in a leap year
w. Squares on a chessboard (or checkerboard)
x. Days and nights of the Great Flood

Acknowledgements to Morgan Worthy in Aha! A Puzzle Approach to Creative Thinking.

26 The Minotaurs' Maze

The path shown in red is the shortest solution.



27 House Party

1. On the house
2. Housewarming
3. The poorhouse
4. "The House That Jack Built"
5. Housefly
6. House call
7. *A Doll's House*
8. Tollhouse cookie
9. *Slaughterhouse Five*
10. House arrest
11. Full house
12. *Animal House*
13. Speaker of the House
14. *Little House on the Prairie*
15. Housebroken
16. Bring down the house

28 Gone Fishin'

1. Kingfish
2. Darter
3. Goldfish
4. Jellyfish
5. Angelfish
6. Sailfish
7. Blowfish
8. Smelt or stinkfish
9. Carp
10. Sunfish
11. Skate
12. Pilot fish

29 Bearing Fruit

■	F	R	I	A	R	S	■	P	I	N	U	P	■	G	L	A	M	O	R	■
J	O	H	N	D	O	E	■	I	N	T	R	A	■	R	O	G	E	R	E	D
O	L	I	V	E	B	R	A	N	C	H	E	S	■	A	V	E	R	A	G	E
W	I	N	E	S	■	V	E	N	A	■	■	T	O	P	E	■	■	N	A	T
L	O	O	N	■	A	I	D	E	S	■	R	I	P	E	R	■	O	G	L	E
■	■	T	A	S	T	E	D	■	F	O	C	U	S	■	S	N	E	E	R	■
G	A	P	■	D	I	O	S	■	G	O	T	H	S	■	C	O	I	F	S	■
A	R	E	O	L	A	R	■	T	O	R	T	E	■	C	H	L	O	R	■	■
S	T	A	M	E	N	■	H	I	N	G	E	■	C	L	E	A	N	E	S	T
O	S	C	A	R	■	S	A	T	E	E	N	■	R	O	A	R	■	E	T	A
H	A	H	N	■	T	H	R	O	B	■	A	B	O	U	T	■	T	S	A	R
O	L	E	■	F	I	A	T	■	A	S	P	E	C	T	■	P	E	T	I	T
L	E	S	T	R	A	D	E	■	N	A	P	E	S	■	C	A	N	A	D	A
■	■	A	W	A	R	E	■	V	A	U	L	T	■	P	U	N	S	T	E	R
■	A	N	I	M	A	■	L	A	N	C	E	■	M	E	R	E	■	E	R	E
R	I	D	G	E	■	B	E	L	A	Y	■	F	O	N	D	L	E	■	■	■
A	R	C	S	■	D	U	N	E	S	■	L	U	P	U	S	■	G	O	S	H
T	A	R	■	■	O	R	A	N	■	■	A	H	E	M	■	H	E	N	N	A
O	C	E	A	N	U	S	■	C	H	E	R	R	Y	B	L	O	S	S	O	M
N	E	A	R	E	S	T	■	I	M	A	G	E	■	R	E	U	T	E	R	S
■	S	M	I	T	E	S	■	A	S	T	O	R	■	A	E	R	A	T	E	■

27 Choice of Dessert

A	T	A	■	M	A	R	I	E	■	S	W	A	P	
C	O	L	A	■	A	V	A	I	L	■	P	A	P	A
I	N	A	P	P	L	E	P	I	E	O	R	D	E	R
D	E	S	P	A	I	R	S	■	P	R	I	E	S	T
■	■	■	A	R	C	S	■	C	H	A	T	■	■	■
■	C	U	R	I	E	■	C	O	A	L	■	T	A	B
E	A	T	E	N	■	T	H	I	N	■	R	O	L	E
A	F	I	N	G	E	R	I	N	T	H	E	P	I	E
R	E	C	T	■	N	E	T	S	■	E	P	I	C	S
S	S	A	■	A	G	E	S	■	B	R	A	C	E	■
■	■	■	A	M	O	S	■	G	O	B	I	■	■	■
P	R	I	M	E	R	■	C	A	B	A	R	E	T	S
E	A	T	I	N	G	H	U	M	B	L	E	P	I	E
E	G	O	S	■	E	E	R	I	E	■	D	E	E	P
P	E	N	S	■	S	P	E	N	D	■	■	E	S	T

32 Dszquphsbnt!

1. CRYPTOON. He'll be feeling better now, Mrs. Fink. I told him he was too sick to go to school.
2. PLEASE WIPE YOUR FEET. One way to bring the outdoors into your living room is by a picture window; another is by your children's shoes.
3. CONFUSING ARITHMETIC. Puzzled child: "Yesterday the teacher told us that four and one make five. Today he said it was three and two."
4. ON PREVARICATION. A lie can travel halfway around the world while the truth is putting on its shoes. From Mark Twain's writings.
5. QUICK CURE. I've known what it is to be hungry, but I always went right to a restaurant. From the wit of Ring Lardner.
6. THUMBS DOWN. Worth pondering: When you point your finger accusingly at someone else, you have three fingers pointing at yourself.
7. LIMERICK. I wish that my room had a floor! I don't care very much for a door, but walking around without touching the ground is getting to be such a bore!

41 Big Game

S	A	F	A	R	I	■	■	J	E	Z	E	B	E	L
I	M	O	G	E	N	E	■	O	N	E	L	I	N	E
C	A	R	E	F	U	L	■	K	E	T	O	N	E	S
K	N	E	E	■	S	I	R	E	■	A	P	A	R	S
E	D	E	■	T	A	X	I	S	■	S	E	R	V	E
D	A	R	T	H	■	I	D	O	L	■	S	I	A	N
■	■	W	E	A	R	E	N	O	W	■	E	T	E	■
C	U	B	I	S	M	■	■	■	C	E	A	S	E	D
A	S	O	■	E	N	T	E	R	I	N	G	■	■	■
U	P	U	P	■	T	I	T	O	■	D	O	W	E	L
C	A	T	E	R	■	L	U	C	K	Y	■	A	T	A
U	T	I	L	E	■	L	I	O	N	■	A	N	E	W
S	E	Q	U	O	I	A	■	C	O	U	N	T	R	Y
E	N	U	R	I	N	G	■	O	B	S	C	E	N	E
S	T	E	E	L	I	E	■	■	S	E	E	D	E	R

Illustration by Sandy Forrest

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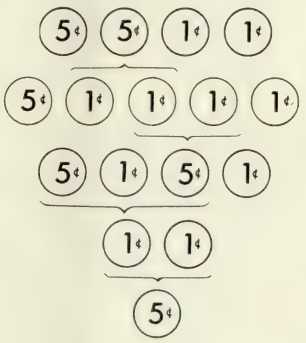
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20 And On That Farm He Had Some Cows

The nine photographs of the cows were taken in the following sequence:

8	3	9
1	7	6
5	2	4

41 Small Change



42 Jigsaw Words



50 Masterpieces

The artists, and the names of their paintings, from left to right:

Paul Gauguin, *Ea Haere la Oe*
Piet Mondrian, *Composition*
Rembrandt von Rijn, *Self-Portrait*
Pablo Picasso, *Girl Before a Mirror*
Andrew Wyeth, *Christina's World*
Henri Matisse, *Dance*
Sandro Botticelli, *The Birth of Venus*
Roy Lichtenstein, *Masterpiece*
Georges Seurat, *Sunday Afternoon on the Island of La Grande Jaffe*
El Greco, *The Adoration of the Shephards*
Andy Warhol, *Marilyn Monroe*
Henri Rousseau, *The Sleeping Gypsy*
Jackson Pollock, *No. 1*
Edgar Degas, *The Dancing Lesson*
Georgia O'Keefe, *Cow's Skull, Red, White and Blue*
Michelangelo, *The Holy Family*

Photographs of artwork courtesy ot European Art Color, The Art Institute of Chicago, and The Museum of Modern Art.

30 A Salute to *Word Ways*

Hidden Opposites

1. GOOD/EVIL
2. FAST/SLOW
3. NOW/THEN
4. SWEET/SOUR
5. ODD/EVEN
6. FINGER/TOE
7. LEFT/RIGHT
8. OVER/UNDER
9. HEAVEN/EARTH
10. DAY/NIGHT
11. LOVE/HATE
12. MOTHER/FATHER

Quickies

1. Crankshaft or monkshood
2. Margarine
3. Indict
4. Draw, because its past tense does not rhyme with TAUT.

Geographical Link-o-Grams

1. New Hampshire
2. Costa Rica
3. Nova Scotia
4. Palm Springs
5. San Diego
6. Asia Minor

Contronyms

1. Overlook
2. Temper
3. Wind up
4. Dust
5. Trim
6. Clip

Reversible Word Ladders

1. SPAT, spas, seas, sews, saws, saps, TAPS
2. FLOG, flop, clop, coop, hoop, hoof, goof, GOLF
3. DUAL, dull, bull, ball, bald, band, land, LAUD
4. GNAT, goat, goad, good, food, fond, bond, band, bang, TANG

The Word Watchers' Test

1. All six vowels—A, E, I, O, U, and Y—appear in alphabetical order.
2. Can be successively beheaded to form new words—SPIRATE, PIRATE, IRATE, etc.
3. The plural of two different words—AXE and AXIS.
4. A rare nine-letter alternade; taken in order, both the odd letters and the even letters spell new words—CLIPS and ALOE.
5. A horizontally symmetrical word, readable in a mirror held above or below the word.
6. Does not repeat a letter despite its great length.
7. The second four letters repeat the first four.
8. The second five letters repeat the first five in a different order.
9. The five vowels—A, E, I, O, and U—appear clustered in the middle of the word.
10. A "narrow" word; if written in small letters ("overnervousness"), no letter projects above or below the others.
11. A palindrome, reading backwards and forwards the same.
12. The letters appear in *reverse* alphabetical order.
13. Is pronounced in only one syllable, despite its length.
14. A rhopalic charade word; is divisible into five words of increasing length—T, EM, PER, AMEN, and TALLY.
15. Contains alternating vowels and consonants.

"FL"-Flavored Words

1. Float
2. Flick
3. Flimsy
4. Fluff
5. Flutter
6. Flivver
7. Flotsam
8. Flan
9. Flapdoodle
10. Flake

48 Can You Identify These Animal Logos?

1. RCA Victor
2. Jordache jeans
3. Merrill Lynch
4. Cougar
5. Pocket Books
6. Schlitz Malt Liquor
7. Camel cigarettes
8. Trix cereal
9. Exxon
10. Greyhound
11. Metro-Goldwyn-Mayer
12. John Deere
13. Kiwi shoe polish
14. Mustang
15. Playboy
16. Kellogg's Sugar Frosted Flakes
17. Hartford Life Insurance
18. Volkswagen Rabbit
19. Bantam Books
20. Borden

43 Cryptic Warm-Up Puzzle

ACROSS

1 DODGE. Second definition. The answer DODGE is both a word meaning "avoid" and a make of automobile.

4 ENACT. Anagram. The word ENACT, meaning "pass a bill," is an anagrammed (or "counterfeit") version of A CENT.

5 SPAIN. Concealed word. SPAIN (defined as "country") may be "seen in" the words "Picasso'S PAINtings."

DOWN

1 DEEPS. Reversal. DEEPS ("lower regions of the ocean") is SPEED ("velocity") reversed. The word "raised" indicates that SPEED is to be entered from bottom to top.

2 DRAMA. Charade. By combining DR. ("doctor") with A.M.A. ("his organization"), the word DRAMA ("tense moment") results.

3 EATEN. Homophone. The word EATEN ("has had dinner") sounds the same as the "English school" name, ETON. The phrase "we're told" indicates the homophone.

43 Cryptic Crossword

ACROSS

1 Flounder (two meanings)
5 Scarab (MadagaSCAR A Bondman)
9 Red wine (Edwin + re)
10 Shut out (HonSHU TO UTah)
11 Margarine (Ma + angrier)
12 Title (let it)
13 No dice (coined)
14 Tenderly (tend + lyre)
17 Illusion (ILLUStratION)
19 Usable (a blues)
23 Vigil (I + G.I. + LV)
25 Houseboat (use + boa + hot)
26 Leander (learned)
27 Evasion (no + I + save)
28 Deepen (pen + Dee)
29 Quarters (two meanings)

DOWN

1 Foreman (two meanings)
2 Ordered (O + red + red)
3 Nuisances (I's + nuances)
4 Eyelid (crocoDILE YEarns)
6 Count (two meanings)
7 Rooster (roster + 0)
8 Battery (two meanings)
10 Sweden (news + de)
15 Disrepair (pair + rides)
16 Mother (moth + er)
17 Invalid (two meanings)
18 Luggage (luge + gag)
20 Bromide (I'm bored)
21 Extents (ex + tents)
22 Bureau (two meanings)
24 Lodge (two meanings)

44 Double Cross

A. WOMBATS
B. INVENTIVE
C. LEFT OFF
D. LAVATION
E. THRONGS
F. HALAVAH
G. EMBELLISH
H. PHOTOSTAT
I. UNHEALTHY
J. ROMANSH
K. SHUTTERS
L. UNDERSTATE
M. IMPLAUSIBLE
N. TAMBOUR
O. ONCE IN A WHILE
P. FEATHERHEAD
Q. HIGH-TEST
R. ATTRACTIVE
S. PEBBLE BEACH
T. POWERFUL
U. INJUDICIOUS
V. NIGHTCLUB
W. EFFICIENCY
X. STRAND
Y. SUFFRAGETTE

Chicago Cub baseball teams have taught their fans an invaluable lesson about life's bitterest truth: the race *is* to the swift. Cub fans have seen a relief pitcher stride to the mound, promptly injure himself by falling off the mound and leave without having thrown a pitch.

—(George F.) Will, *The Pursuit of Happiness (and Other Sobering Thoughts)*

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⑮ Helter-Skelter

#1

21 S	15 D	E	V	O	16 T	E	E
D	1 C	E	M	E	H	11 C	10 S
7 L	18 L	O	19 R	D	R	A	6 H
A	O	O	22 F	4 A	I	R	S
C	2 W	A	3 F	F	L	E	A
20 S	N	T	F	N	L	14 G	B
23 S	E	A	B	E	17 E	A	5 A
12 D	9 R	A	W	E	8 R	13 S	W

#2

25 D	21 R	22 O	D	E	N	T	6 S
E	I	E	23 R	13 A	19 C	N	7 P
9 T	2 T	A	15 H	14 C	O	18 I	I
O	I	I	G	C	R	12 T	T
24 N	16 P	A	P	O	20 O	17 S	E
I	T	U	8 G	S	N	U	F
10 C	O	U	S	T	E	11 A	U
5 S	3 E	X	I	4 S	T	1 D	L

⑮ Marxmanship

	D	A	G	A	M	A			A	I	R	L	I	F	T			A	M	A	N	I	T	A
P	A	L	A	T	I	N	E		S	C	H	O	L	A	R			M	A	R	A	C	A	S
A	N	I	G	H	T	A	T	T	H	E	O	P	E	R	A		D	U	C	K	S	O	U	P
B	I	N	E		E	T	H	I	C		S	E	A	M	I	N	E	S	S		I	N	R	E
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	W	H	O	W	A	S	B	U	R	I	E	D	I	N	G	R	A	N	T	S	T	O	M	B
C	H	A	R	S		L	O	R	E		A	L	G	E	R		R	K	O		H	U	P	A
P	E	R	E		Z	E	U	G	M	A			E	N	C	I	N	A	S		C	U	B	I	T
A	L	P	S		L	U	R	E	S	T				K	V	A	S		S	I	D	E	R	O
S	P	O	T		O	T	S		A	E	R	O	B	E	S			Y	E	S	T	E	R	
		T	H	E	M	A	R	X	B	R	O	T	H	E	R	S								
S	T	A	G	E	Y		E	L	A	T	I	O	N		R	O	T		C	R	O	P		
T	O	N	E	R	S		F	L	U	X			E	C	A	R	T	E		E	A	S	Y	
R	U	I	N	S		D	I	S	M	I	S	S		S	A	L	A	A	M		S	C	A	R
A	C	M	E		Z	E	D		N	A	I	A	D		P	A	N	T		L	I	E	G	E
W	H	A	T	C	O	L	O	R	I	S	T	H	E	W	H	I	T	E	H	O	U	S	E	
S	E	L		A	N	I	S	E			E	L	E	E					S	E	M			
		F	I	E		D	C	L			P	R	E	C	E	P	T	S		N	O	W		
O	C	E	A	N		P	O	I	R	O	T			T	R	A	L	A		S	L	A	V	E
P	A	T	U		B	A	N	D	I	C	O	O	T		A	V	E	R	T		E	B	E	N
C	R	A	C	K	E	R	S		S	A	Y	T	H	E	S	E	C	R	E	T	W	O	R	D
I	N	T	E	R	N	S		I	T	E	R	A	T	E		T	E	R	R	I	B	L	Y	
T	E	S	T	A	T	E		S	E	D	A	T	E	D			D	R	E	S	S	Y		

THE MONOPOLY® GAME

⑫ Hint

For Beginning Solvers

You can use this grid to help you solve the puzzle. Simply place an X in every box that can be eliminated as a possibility and an O in every box where two names correctly match. For example, from the first clue ("George, who is not Mr. Lang, threw four 10s in a row and paid Ann Dunn each time"), you can extract and deduce seven pieces of information and enter them in the grid as follows:

1) George is not Mr. Lang; place an X where these names meet.

2) George is not Mr. Dunn; place an X where these names meet.

3) Ann is Mrs. Dunn; place an O where these names meet. Also, since the other women cannot be Mrs. Dunn, place four Xs beneath the O. And since Ann Dunn can have no other surname, place four Xs to the right of the O.

4) George and Ann are not married; place an X where their names meet.

5) Ann owns the railroads (there is no other way George could land on her properties four times in a row with rolls of 10); place an O where Ann and Railroads meet, and four Xs beneath it to reflect that no other woman can own the railroads.

6) The Dunns own the railroads; place an O there and four Xs beneath it.

7) George does not own the railroads; place an X where these names meet.

Answer, page 72

	Purple	Lt. Blue	Magenta	Mustard	Red	Yellow	Green	Dk. Blue	Utilities	Railroads	George	Tom	Ben	Bob	Art	Dunn	Lang	Fain	Dart	Lock	1	2	3	4	5
Ann																									
Dot																									
Peg																									
Sue																									
Bev																									
1																									
2																									
3																									
4																									
5																									
Dunn																									
Lang																									
Fain																									
Dart																									
Lock																									
George																									
Tom																									
Ben																									
Bob																									
Art																									



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☐ Boy ☐ Girl ☐ Either

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Urgent need exists in all the areas listed below. Select an area, or let us assign a child where the need is greatest.

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☐ Colombia
☐ Dominican Republic
☐ Honduras
☐ Indonesia
☐ Inner Cities (U.S.)
☐ Israel
☐ Lebanon
☐ Mediterranean
☐ Mexico
☐ Nepal
☐ Southern States (U.S.)
☐ Sri Lanka (Ceylon)

3 Would you like a picture of your sponsored child?
Shortly after we select a child for you, we can send you a photograph and brief personal history, if you desire.
☐ Yes ☐ No

4 Would you like to correspond with your sponsored child?
If desired, correspondence can help build a meaningful one-to-one relationship. Translations, where necessary, are supplied by Save the Children.
☐ Yes ☐ No

5 Would you like information about the child's community?
Several times a year you can receive detailed reports on community activities to benefit your sponsored child. These community reports show how your money is being used most effectively for permanent improvements to the child's environment—for health care, education, food production, nutrition, and community training. Would you like to receive such information?
☐ Yes ☐ No

6 Do you wish verification of Save the Children credentials?
Save the Children is indeed proud of the handling of its funds. Based on last year's audit, an exceptionally large percentage (83.5%) of each dollar spent was used for program services and direct aid to children and their communities. Due to volunteered labor and materials, your donation provides your sponsored child with benefits worth many times your total gift. Would you like to receive an informative Annual Report (including a summary financial statement)?
☐ Yes ☐ No
(A complete audit statement is available upon request.)

7 Would you rather make a contribution than become a sponsor at this time?
☐ Yes, enclosed is my contribution of $_____.
☐ Check here for general information about our unique programs for aiding impoverished children.

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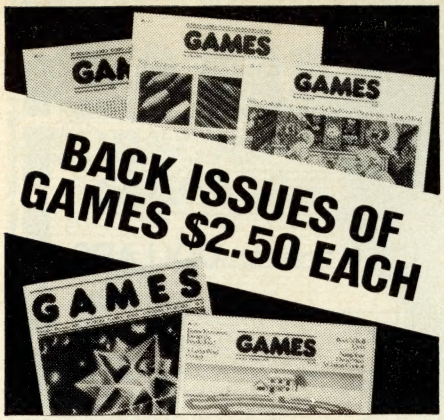
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4th—Art & Ann Dunn, yellow and railroads
5th—Bob & Dot Lock, light blue and red

Fake Advertisement

The "Fake Ad" announced in the Table of Contents was for the Watergate Book Club and appeared on page 40.

⑮ Eyeball Benders

1. Yellow traffic light
2. Ties for plastic bags
3. Stem of wine glass
4. Inside of clothes drier
5. Ice cube in glass of cola
6. Washing machine
7. Straws
8. Picket fence
9. Tambourine
10. Gas burner

From March/April, page 32

500 Rummy

Words							Points
A	G	R	O	U	N	D	
8	8	8	8	3	4	5	44
A	M	P	L	I	F	Y	
A	2	3	K	K	K	K	46
A	M	P	U	T	E	E	
A	2	3	9	9	9	9	42
A	S	T	O	U	N	D	
A	A	A	A	3	4	5	16
E	M	B	A	R	G	O	
9	T	J	8	8	8	8	61
E	N	T	R	O	P	Y	
9	T	J	Q	6	6	6	57
H	U	M	I	D	O	R	
2	2	2	2	5	6	7	26
H	U	N	D	R	E	D	
2	3	4	5	5	5	5	29
L	I	T	H	I	U	M	
T	J	Q	2	2	2	2	38
O	P	U	L	E	N	T	
3	3	3	3	9	T	J	41
O	R	G	A	N	D	Y	
6	7	8	4	4	4	4	37
P	O	U	L	T	R	Y	
3	3	3	3	J	Q	K	42
R	E	G	R	O	U	P	
5	6	7	8	3	3	3	35
S	H	U	D	D	E	R	
A	2	3	5	5	5	5	26
T	O	R	R	E	N	T	
Q	Q	Q	8	9	T	J	67
U	N	D	E	R	G	O	
3	4	5	7	7	7	7	40
Total Score							647

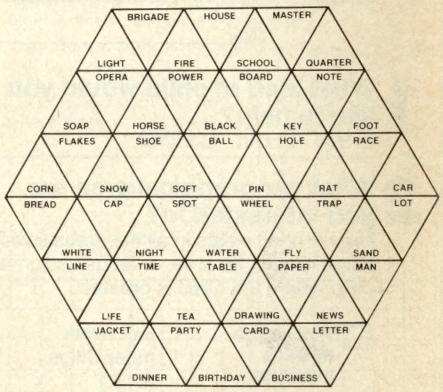
EUREKA

EUREKA is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one previously given in the Answer Drawer.

★ **Wild Cards** (March/April, page 33). Kyle Corbin of Raleigh, NC, has pointed out that contrary to our statement in "Syl-lab-i-fi-ca-tion," at least one word in *Webster's Third* has more syllables than letters. *Awol* is listed as an adjective, adverb, noun, and abbreviation, and both the two- and six-syllable pronunciations are given:

\'ā,wȯl\ or
\,ā,dəbəl,yü,ō'el\.

★ **Honeycomb Jigsaw** (November/December 1979, page 68) When this puzzle first appeared, the object was to enter one word into each of the 54 triangular cells in such a way that every pair of words in adjacent cells formed a compound word or two-word phrase. Mike Shenk of Manheim, PA, has carried the idea one step further. In his completed grid, not only does every pair of adjacent words form a compound word or phrase, but the word in the triangle pointing up is always the first half of the compound, while the word in the triangle pointing down is always the second half! Truly a remarkable construction.



★ **Wild Cards** (July/August, page 33). Several readers sent in alternative solutions to the problem of placing nine eggs in four baskets in such a way that each basket contains an odd number of eggs. Our solution was to put three eggs into each of three small baskets, then put all three small baskets into a fourth (large) basket. Mark Noah, Sr. of Riverdale, IL, solved the problem by putting one, three, and five eggs respectively into three small baskets, then putting the three baskets into the fourth basket. Steven Dasinger of Newport, NC, suggested the following: put three eggs into one basket; then put this basket plus two loose eggs into a second basket; then put this second basket and everything in it, plus two more loose eggs, into a third basket; and finally, put all this and the remaining two eggs into the fourth basket. Phil Bradley of Houston, TX, tried telescoping the four baskets, which would have to be of graduated sizes, one inside the other, with all nine eggs going into the innermost basket. Other readers sent in still other variations on these themes.



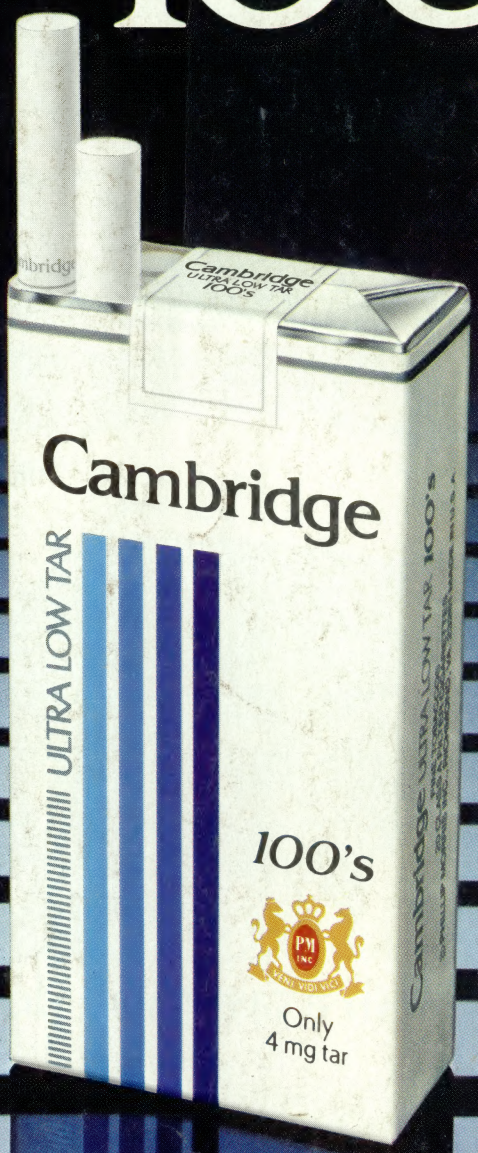
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